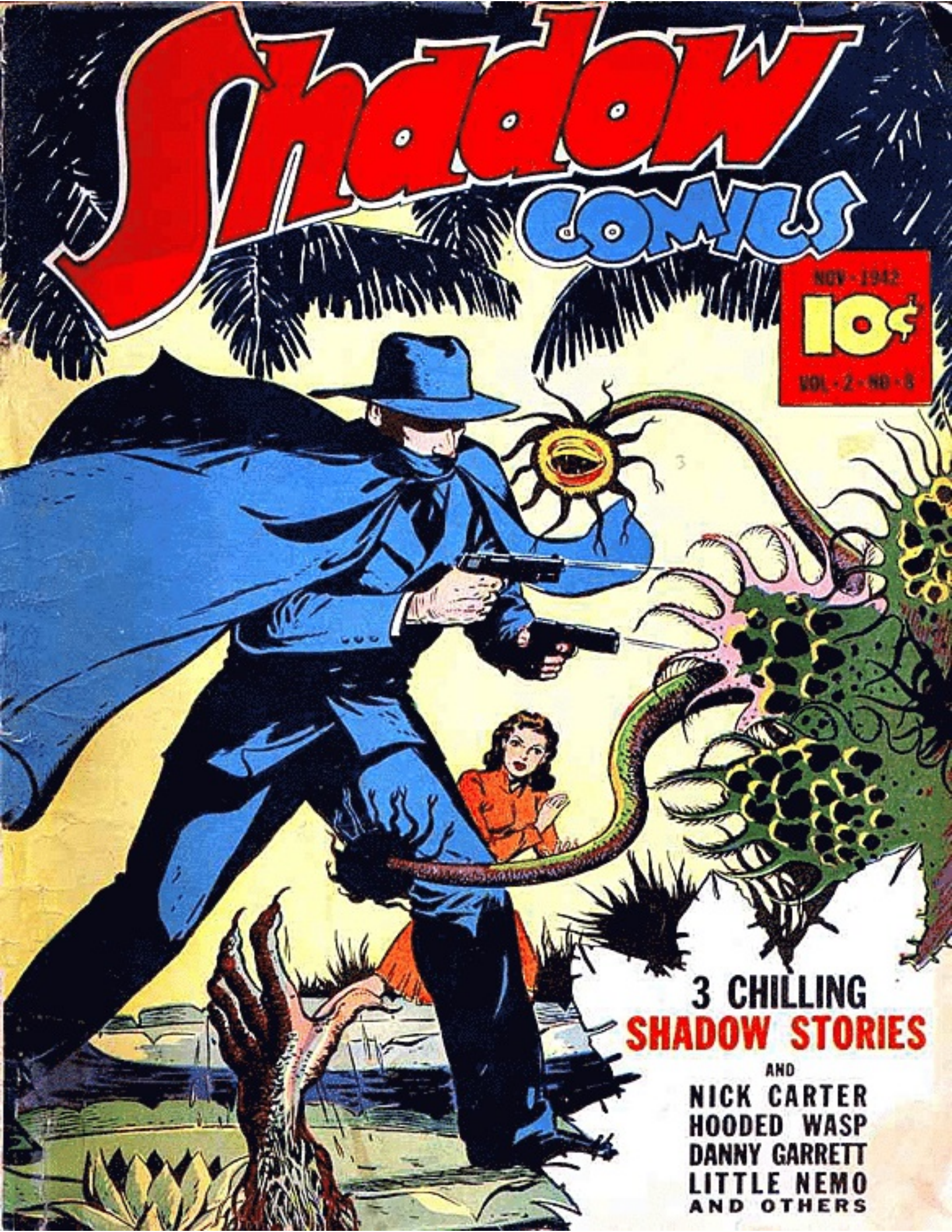

Shadow
COMICS
NOV. 1942
10¢
VOL. 2 NO. 6
3 CHILLING
SHADOW STORIES
AND
NICK CARTER
HOODED WASP
DANNY GARRETT
LITTLE NEMO
AND OTHERS

THE Shadow Comics NOW APPEARS ONCE EACH MONTH

NEXT ISSUE DATED FOR DECEMBER WILL BE PLACED ON SALE OCTOBER 23, 1942

ORDER YOUR COPY IN ADVANCE

VOL. II, NO. 8; NOVEMBER, 1942 NEXT ISSUE DECEMBER, 1942, ON SALE OCT. 23, 1942

SHADOW COMICS

PUBLISHED MONTHLY **$1.00 PER 12-ISSUE SUBSCRIPTION** **10c THE COPY**

The editorial contents of this magazine have not been published before, are protected by copyright and cannot be reprinted without the publishers' permission. All fictional characters mentioned in this magazine are fictitious. Any similarity in name or character to any real person is coincidental.

Monthly publication issued by Street & Smith Publications, Incorporated, 79 Seventh Avenue, New York City. Allen L. Grammer, President; Henry W. Ralston, Vice President; Gerald H. Smith, Secretary and Treasurer. Copyright, 1942, in U. S. A. and Great Britain by Street & Smith Publications, Inc. Reentered as Second-class Matter, December 30, 1940, at the Post Office at New York, under Act of Congress of March 3, 1879. Subscriptions to Countries in Pan American Union, $1.25 for 12 issues; elsewhere, $1.70 for 12 issues. We cannot accept responsibility for unsolicited manuscripts or artwork. Any material submitted must include return postage.

Printed in the U. S. A.

STREET & SMITH PUBLICATIONS, INC. **79 SEVENTH AVENUE, N. Y.**

FREE WITH THIS OFFER

33 POWER TELESCOPE LENS KIT

You can now own a genuine high powered telescope by making it in one evening of easy work. It is included **FREE** with this Special Offer of "Wonders of Science, Simplified." All the optical parts are completely finished for a refracting telescope over 4 feet long. You can see the mountains and craters on the moon, the ringed planet Saturn, Jupiter and double stars, etc. See airplanes, ships and hundreds of other interesting sights. Makes objects miles away appear close. Complete lens kit contains 2" diameter ground and polished objective lens and 33 power eyepiece lens made in the good old U.S.A. with full directions for mounting. Read how you can get your 33 power telescope lens kit **FREE** with this offer.

WONDERS AND MYSTERIES OF SCIENCE IN THRILLING STORY AND 1,000 PICTURES

You can now enter the wondrous world of tomorrow. You can now go on thrilling tours through the wonderland of Science. Here is the telescope, the microscope, the spectroscope. Here are tours through talking picture studios and television studios. Here is aviation opening up the new world of speed and distance. And here, too, is the photo-electric cell, the marvelous eagle eye that will make men of the future supermen. These and hundreds of others are all yours in the three exciting volumes of WONDERS OF SCIENCE, SIMPLIFIED.

HUNDREDS OF PHOTOGRAPHS, MAPS, DRAWINGS, ETC.

3 Volumes Bound in 1

Volume I – PARTIAL CONTENTS
WONDERS OF NATURE

BOOK 1. History & Mystery of Astronomy
How Men Used to Think of Earth and Sky
How the Solar System Originated
The Enormous Size of Some Stars

BOOK 2. Oddest Phenomena on Earth
Spouting Fountains of Boiling Water
A Marvellous Mountain of Solid Salt

BOOK 3. Watching the World Change
How Continents and Oceans Were Formed
How We Know Ground Sinks and Rises
Strange Tale of a Buried Town

BOOK 4. Secrets of Weather Simplified
Storms on Sun and Storms on Earth
The Strange Antics of a Ball of Fire

BOOK 5. Through Wonderland of Nature
The Regions of Frost and Fire
The Inside of an Active Volcano

Volume II – PARTIAL CONTENTS
WONDERS OF POPULAR SCIENCE

BOOK 6. Pictorial Outline of Progress
Nearly Two Centuries of Steamships
Queer Forerunners of the Motor-Car
Development of the Modern Locomotive

BOOK 7. Amazing Adventures in Science
The Mystery of the Burning Glass
The Marvel of the Electro-Magnet
The Wonder of the Infra-Red Rays

BOOK 8. Seven Wonders of Modern World
How a Telescope Brings Things Near
How a Microscope Makes Things Big
The Latest Method of Television

BOOK 9. Manual of Simplified Experiments
Science Experiments for Everybody
Experiments With Simple Chemicals

BOOK 10. How Great Inventions Work
Inside of a Great Modern Steamship
A Big Coal Mine With the Lid Off
How a Submarine Sinks and Rises

Volume III – PARTIAL CONTENTS
WONDERS OF LIFE

BOOK 11. Creatures in Prehistoric Ages
Life on Earth 30 Million Years Ago
Life on Earth 250,000 Years Ago

BOOK 12. Marvels of Plant Life
Plants That Catch and Eat Insects
Strange Freaks of Plant Growth

BOOK 13. Strangest Fish in the Sea
Some Nightmares of the Deep Sea
Queer Fishes That Crawl on Land

BOOK 14. The Animal Wonder Book
The Animal the World Nearly Lost
The Ugliest of All the Animals

BOOK 15. Miraculous Machine called Man
The Wonderful Way the Brain Works
What Your Body Looks Like Inside

3 GREAT VOLUMES BOUND TOGETHER CONTAIN 1,000 PICTURES AND 15 BOOKS

This fascinating work contains three thrilling volumes bound together. It is packed with a thousand pictures which simplify its contents. Think of it—dozens and dozens, hundreds and hundreds of scientific pictures. Pictures of all kinds on Mechanics, Astronomy, Physics, Biology, etc.—dynamic diagrams, panoramic illustrations, and action-photographs up to 100 square inches in size! These hundreds and hundreds of dazzling illustrations cram three gorgeous volumes—and each of the three volumes is almost a foot high, and when opened, over a foot wide!

YOUR FRIENDS WILL ADMIRE YOU

Through the simplicity of the text, the tremendous record of Science is brought lavishly before you. The mightiest marvels of mankind thrill you as you read their stories. Invention, Geography, Zoology, Engineering, etc.—they are so simple and easy to understand. No wonder every person who has read and mastered this exciting wonderbook becomes a "walking encyclopedia" and is looked up to by his friends as a "scientific wizard."

BIG FREE OFFER—SEND NO MONEY

These three great, profusely-illustrated volumes of "Wonders of Science, Simplified" (bound together) formerly sold for $5.00. But it is offered to you now for only $1.98 plus postage. Act at once and we will include **FREE** with your order the 33 power long distance telescope lens kit described above. You take no risk because you must be 100% delighted or you may return for full refund within five days. **ACT NOW**—as this offer is limited to the supply of 33 power telescope lens kits available. This offer may never be yours again. So **RUSH COUPON AT ONCE.**

METRO PUBLICATIONS, Dept. — 537
70 Fifth Avenue, New York

Send me a copy of "Wonders of Science, Simplified" (three dazzling volumes bound together, over 1,000 illustrations) . . . also include my long distance telescope lens kit with this order. I will pay postman $1.98 plus postage on arrival. If I am not satisfied I may return them within five days for full refund.

NAME.....

ADDRESS.....

☐ Check here if you are enclosing $1.98, thus saving mailing costs (same guarantee).

COMEDY

THE "SOMETHING NEW" THAT HAS BEEN ADDED TO COMICS

SUPERSNIPE

THE BOY WITH THE MOST COMIC BOOKS IN AMERICA

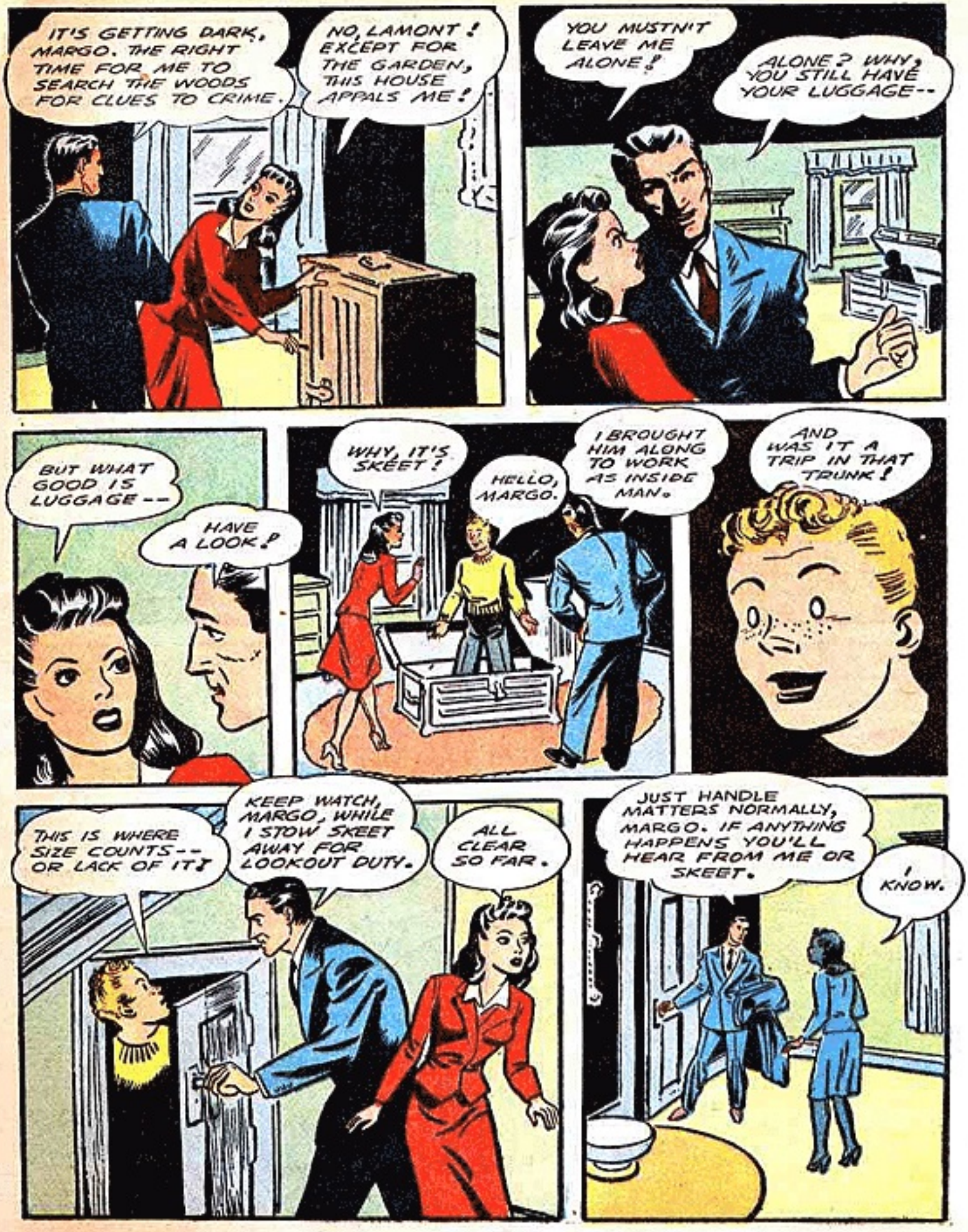
NOW ON SALE AT YOUR NEWSSTAND • 10c A COPY

HORROR HOUSE
LAMONT CRANSTON AND MARGO LANE COME TO VISIT BARTON FREW, A WEALTHY RECLUSE, WHO IS SEEKING TO FINANCE DESERVING INVENTORS....
UNFORTUNATELY NO INVENTORS HAVE BEEN ABLE TO REACH THE MANSION.... EVERY SUCH VISITOR HAS BEEN DISCOVERED DEAD IN THE WOODS LEADING TO THE HOUSE.... STRANGLED BY AN UNKNOWN ASSASSIN!
DEPUTIES ARE NOW GUARDING FREW'S ESTATE.

LAMONT, HEAR THAT SHRIEK--
STAY HERE, MARGO! I'LL INVESTIGATE IT--
--AS THE SHADOW!
A DEAD INVENTOR, ALL RIGHT. I'D BETTER DO A FADEOUT, BECAUSE --
HERE COME SERVANTS FROM ONE DIRECTION AND DEPUTIES FROM THE OTHER!
ANOTHER MURDERED INVENTOR!
STRANGLED, LIKE THE REST!
SOMETHING VERY ODD ABOUT THIS CASE!

I'D SAY THE VICTIM DIED BEFORE WE HEARD THE SHRIEK.. BUT RIGHT NOW, GETTING BACK TO THE CAR IS MOST IMPORTANT.
HERE THEY COME TO QUESTION US-- BUT WHERE IS LAMONT ?
RIGHT HERE, MARGO.
AND THIS IS MISS LANE --
GO RIGHT AHEAD, MR. CRANSTON.
MR. FREW IS EXPECTING YOU.
BECOMING CRANSTON, THE SHADOW INTRODUCES HIMSELF AND PROCEEDS TO THE MANSION WHERE HE AND MARGO MEET BARTON FREW...
CRANSTON ! I'M GLAD NOTHING HAPPENED TO YOU! COME INSIDE, WHERE IT'S SAFE!
HERE WE ARE, MARGO.

HOW PEACEFUL THIS GARDEN SEEMS!
PEACEFUL AND SAFE, MISS LANE. THIS IS ONE PLACE WHERE HORROR CANNOT ENTER!
THE WALLS LOOK HIGH ENOUGH, EXCEPT BEYOND THE POOL
THIS LILY POOL IS TEN FEET DEEP IT SERVES AS A MOAT AGAINST INTRUDERS!
THAT SHOULD COVER THE SITUATION.
WHAT MAGNIFICENT WATER LILIES!
YOU SEEM TO PREFER TROPIC PLANTS, FREW.
YES, THIS BANYAN IS MY PRIDE. IT LOOKS RUGGED, BUT IT IS VERY DELICATE IN THIS CLIMATE.
MISS LANE'S TRUNKS HAVE ARRIVED.
SO THAT'S WHY IT IS FENCED OFF!
BANYAN AFRICANUS


IT'S GETTING DARK, MARGO. THE RIGHT TIME FOR ME TO SEARCH THE WOODS FOR CLUES TO CRIME.
NO, LAMONT! EXCEPT FOR THE GARDEN, THIS HOUSE APPALS ME!
YOU MUSTN'T LEAVE ME ALONE!
ALONE? WHY, YOU STILL HAVE YOUR LUGGAGE--
BUT WHAT GOOD IS LUGGAGE--
HAVE A LOOK!
WHY, IT'S SKEET!
HELLO, MARGO.
I BROUGHT HIM ALONG TO WORK AS INSIDE MAN.
AND WAS IT A TRIP IN THAT TRUNK!
THIS IS WHERE SIZE COUNTS-- OR LACK OF IT!
KEEP WATCH, MARGO, WHILE I STOW SKEET AWAY FOR LOOKOUT DUTY.
ALL CLEAR SO FAR.
JUST HANDLE MATTERS NORMALLY, MARGO. IF ANYTHING HAPPENS YOU'LL HEAR FROM ME OR SKEET.
I KNOW.

AFTER SEARCHING THE WOODS, THE SHADOW RETURNS TO WATCH HORROR HOUSE . . .
NO ONE AMONG THOSE TREES! IF ANOTHER INVENTOR ARRIVES, HE'LL BE SAFE UNTIL HE ENTERS THE HOUSE!
THESE POPPIES TOOK TEN YEARS TO DEVELOP--
AND THEY'RE MAKING ME SLEEPY! I DON'T THINK I'LL WAIT FOR LAMONT TO COME BACK FROM TOWN. GOOD NIGHT, MR. FREW.
YOU'VE HEARD FROM NESBIT THE INVENTOR, GAVIN?
HE PHONED A WHILE AGO, SIR.
NESBIT IS COMING HERE THIS EVENING--
THEN HE SHOULD ARRIVE WITHIN AN HOUR. MAKE SURE THE LANE GIRL DOES NOT LEARN OF HIS VISIT!
SO FREW IS BEHIND THOSE MURDERS! BUT HOW CAN I WARN MARGO, WHILE GAVIN IS ON THE STAIRS? WAIT--IF I CAN FIND THE CELLAR--

HOW SILLY OF ME TO BE FRIGHTENED BY THIS HOUSE! I'LL JUST GO TO BED AND FORGET IT.
STILL, I WON'T FORGET THIS GUN THAT LAMONT GAVE ME. I'LL KEEP IT HANDY IN (THE POCKET OF) THIS DRESSING GOWN!
I'LL TAKE A SHOWER FIRST AND THEN TURN IN. WHY, WHAT'S HAPPENING TO THE WATER?
PFFT
PFFT
IT'S SKEET! TALKING FROM THE CELLAR!
LISTEN, MARGO -- I'VE FOUND OUT THAT FREW IS THE MURDERER! HE SENT GAVIN TO WATCH YOUR ROOM--
I'LL LOOK OUT, ALL RIGHT, WHEN I GET THAT DRESSING GOWN AND GUN!
SO LOOK OUT!
ALL RIGHT, GAVIN. DOWNSTAIRS MARCH -- TO MEET A FRIEND OF MINE.
TAKE THIS GUN, SKEET, AND WE'LL CALL ON MR. FREW!
I'VE GOT IT, LET'S GO!

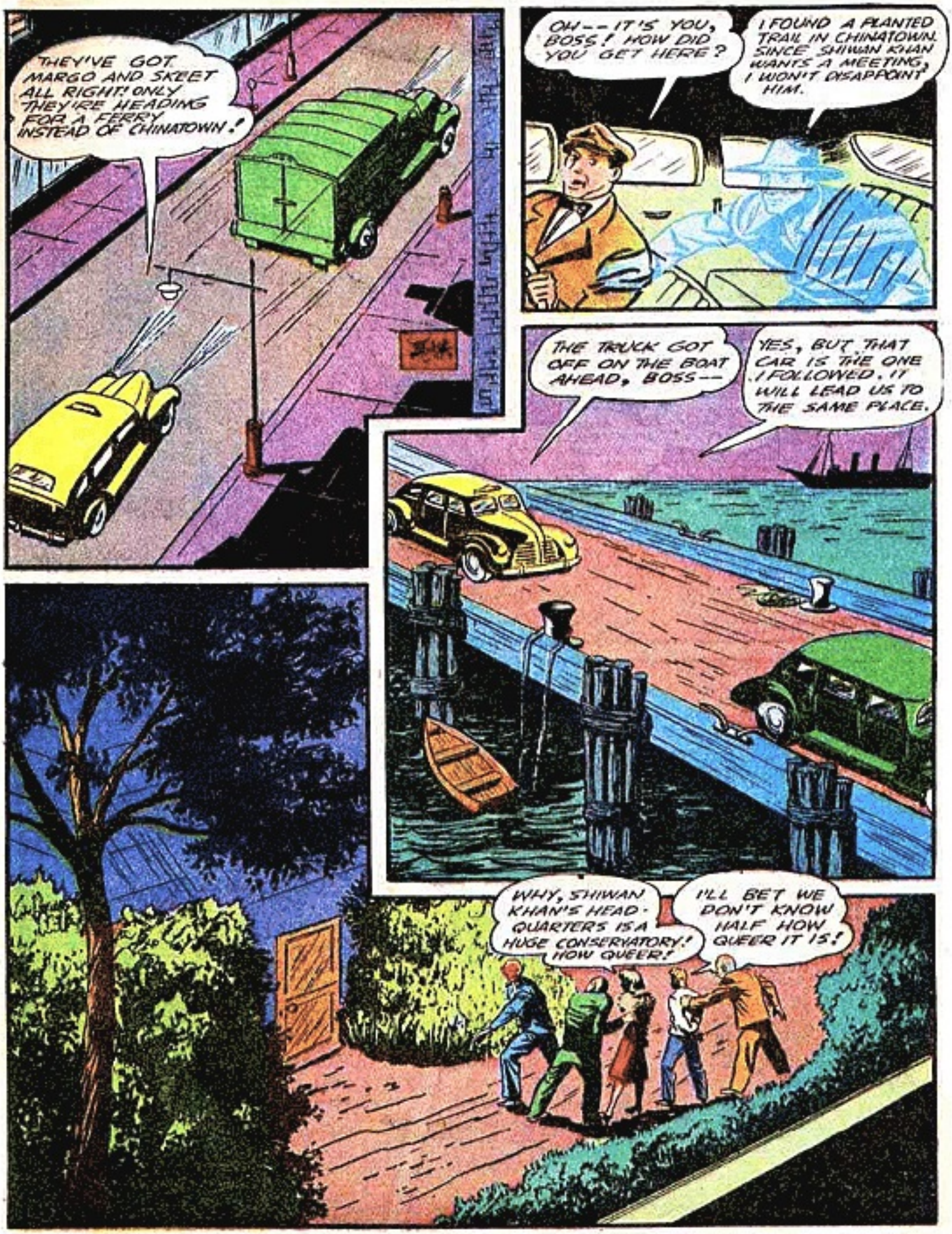
WHO IS THIS YOUNG UPSTART, GAVIN?
I REALLY DON'T KNOW, SIR.
NO USE TO BLUFF, FREW.
WE KNOW EVERYTHING.
EVERYTHING SEEMS TO BE VERY LITTLE, CONSIDERING HOW WELL I AM PREPARED FOR IT!
NESBIT IS ABOUT DUE, SIR. I HAD BETTER ANSWER BEFORE HE RINGS.
IF ONLY LAMONT--
IT'S NO USE, MARGO!
AH! JUST IN TIME.
THERE'S AN INVENTOR WHO IS GETTING SAFELY TO THE HOUSE. NOW TO STOP HIM BEFORE SOME ONE ANSWERS HIS RING.
THAT WAS QUICK. SO THEY WERE READY FOR HIM! WELL, I'LL SHOW THEM SOMETHING JUST AS TRICKY-- MAYBE MORE!
SLAM!
CLICK

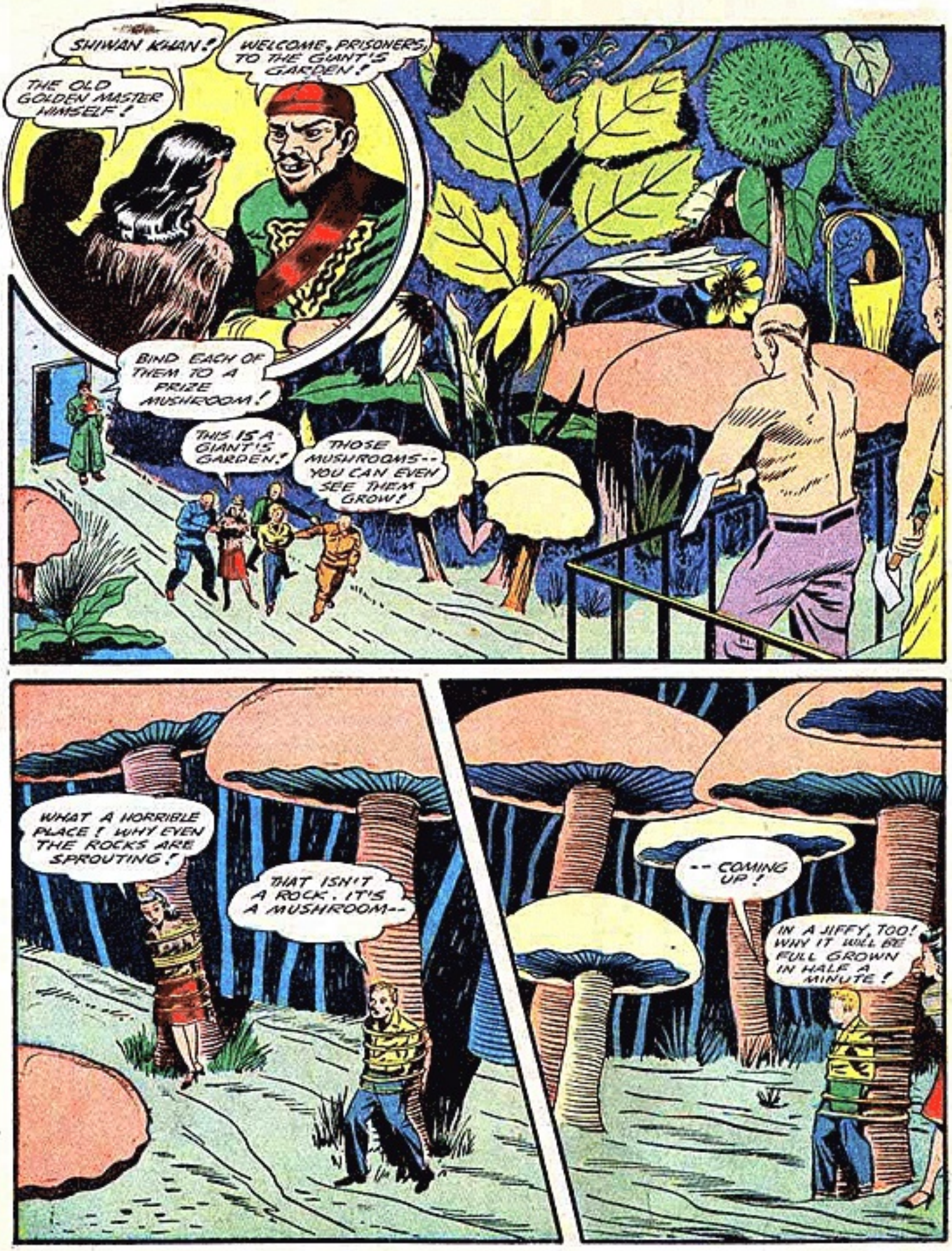
WELCOME, NESBIT! YOU ARE LUCKIER THAN MY FORMER VICTIMS. YOU WILL HAVE COMPANY WHEN YOU DIE!
WE'LL TAKE THOSE PLANS, NESBIT!
THIS TREE (I CALL A BANYAN) IS ACTUALLY A PYTHON PLANT, ITS BOUGHS AS DEADLY AS THE COILS OF THE SNAKE FROM WHICH IT GAINS ITS NAME!
SO THE OTHER INVENTORS WERE STRANGLED HERE!
AND THEIR BODIES DUMPED IN THE WOODS!
IF THE SHADOW ONLY KNEW!
THE SHADOW DOES KNOW!
HOW DID HE GET HERE?
AND NOW, FREW --
IT'S NO USE, SHADOW! YOU ARE INVISIBLE, BUT YOUR FRIENDS ARE NOT. WE ARE BLOCKING THE ONLY WAY TO ESCAPE. ONE MOVE FROM YOU --
LEAD THEM THAT WAY, SKEET!
THAT WAY? ALL RIGHT, CHIEF --

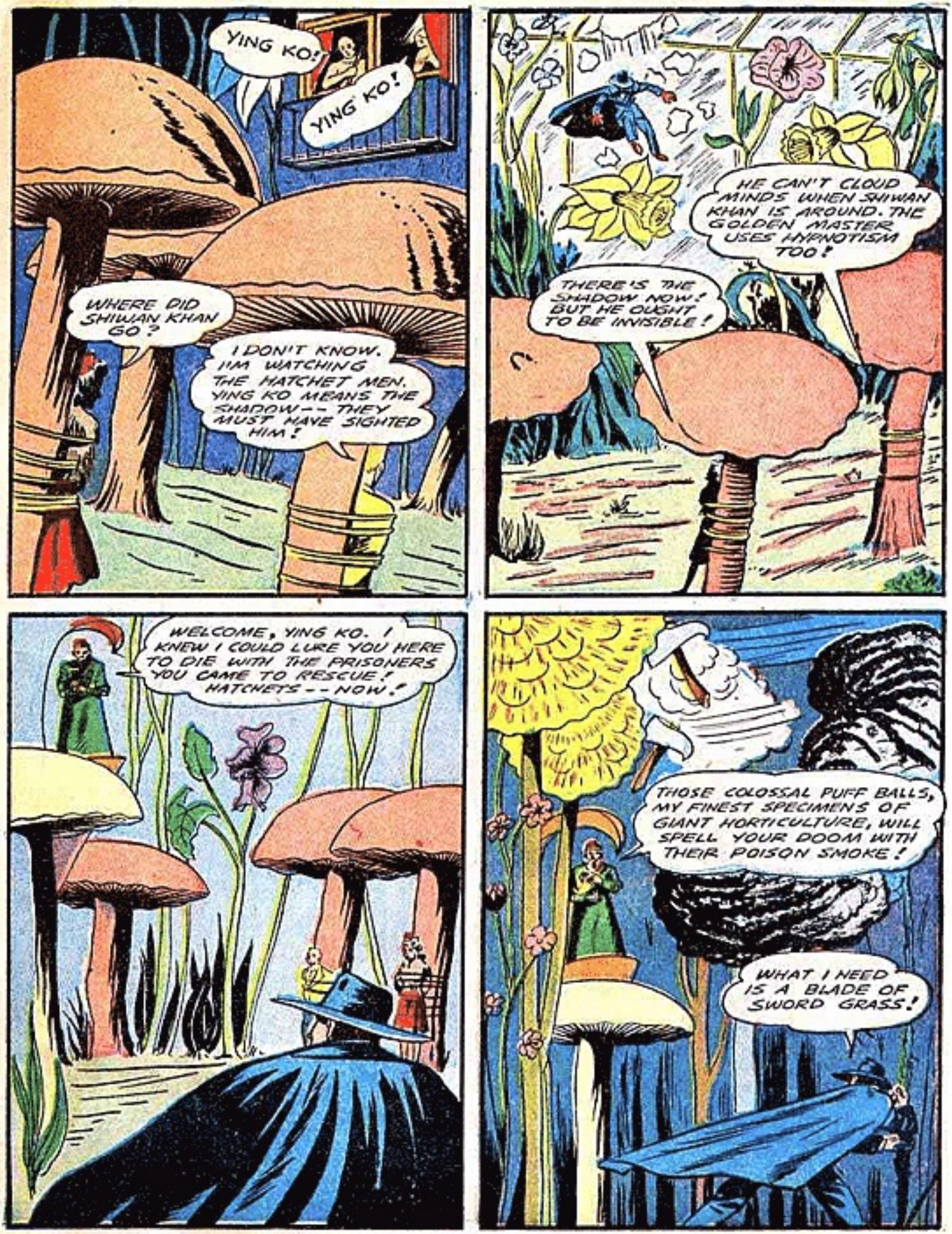
THIS WAY! WHAT THE CHIEF SAYS GOES. SAY -- IT DOES GO!
THAT IS HOW THE SHADOW CAME HERE-- ACROSS THESE!
WHY, THESE PADS ARE BIG ENOUGH TO HOLD OUR WEIGHT!
I'LL GET THEM YET -- OOOH!
NOT YET, FREW,-- OR EVER! AND TRY THAT, GAVIN!
HOW CAN YOU SHOOT A GUY YOU CAN'T SEE --
BANG!
MR. FREW --
WHAT-- WHAT IS IT, GAVIN?
HELP ME OUT OF THIS--
EEEEOOOW--
OOOOOEW!
LIKE THE CRY WE HEARD WHEN WE ARRIVED HERE!
I WONDER HOW OFTEN FREW HEARD THAT CRY AND IGNORED IT!
GAVIN'S. HE FAKED IT FOR THE INVENTOR WE FOUND DEAD. THIS TIME IT'S REAL!
MY PLANS ARE SAFE. BUT THOSE THAT FREW STOLE FROM OTHERS--
THEY'LL ALL BE FOUND IN HORROR HOUSE THANKS TO THE SHADOW!

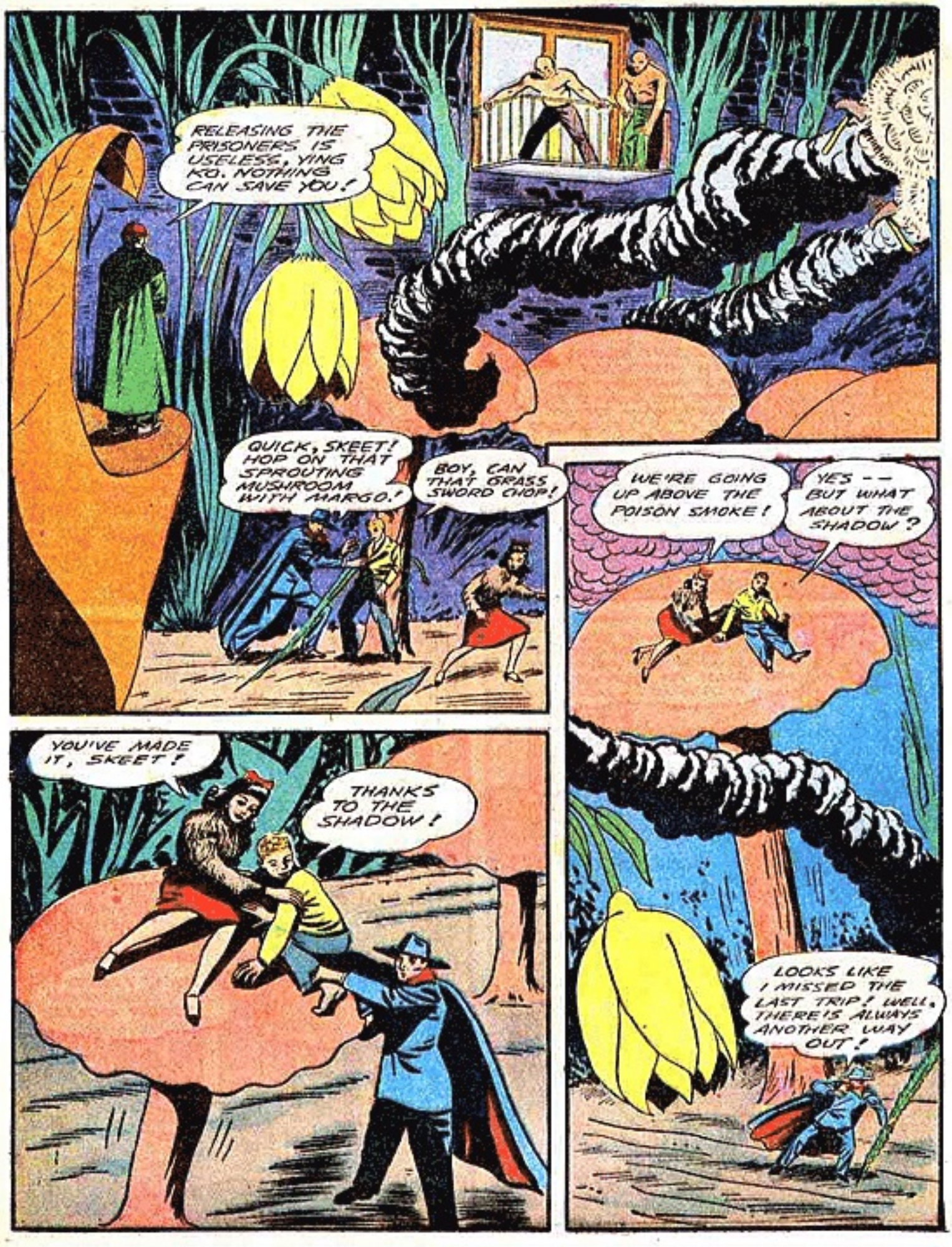
GIANT'S GARDEN
AGAIN -- THE SHADOW MEETS SHIWAN KHAN, THE GOLDEN MASTER -- IN THE GIANT'S GARDEN!!!
BUT NO ONE SPOKE, LAMONT! ALL I HEARD WAS A STRANGE GONG!
THAT MEANS SHIWAN KHAN IS BACK AGAIN PLANNING NEW DEVILTRY!
LAST TIME SHIWAN KHAN HYPNOTIZED SHREWY. SKEET MAY BE NEXT. YOU BETTER GO AND WARN HIM, MARGO.
I'M O.K. THIS TRIP, BOSS.
ILLUSTRATED BY Jack Binder

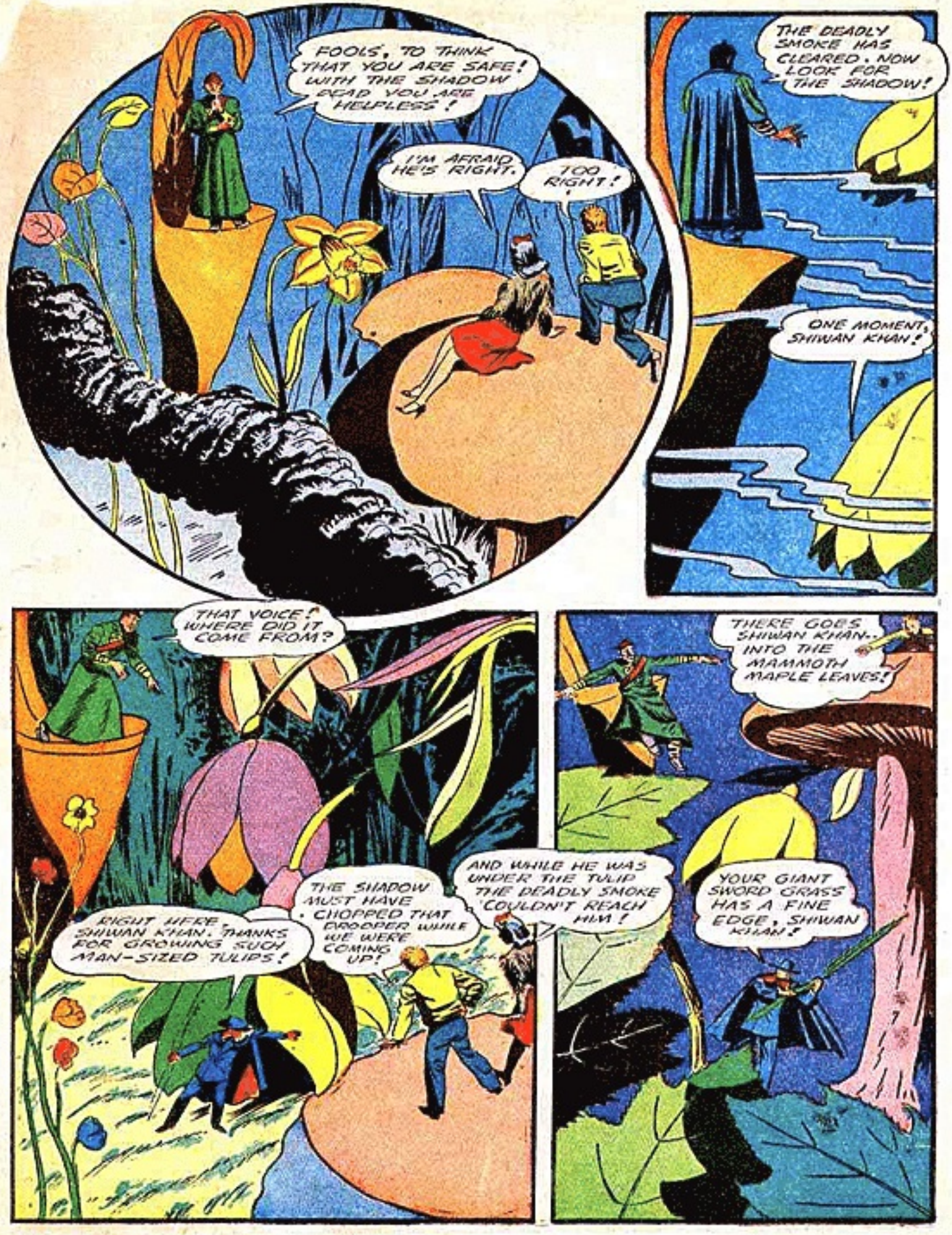
NOW TO BECOME THE SHADOW. NEXT -- A FADE-OUT FOR A TRIP TO CHINATOWN TO HUNT FOR SHIWAN KHAN!
THERE'S NOTHING WRONG HERE.
YOU'RE ALL RIGHT, EH, SKEET?
EXCEPT THOSE!
SHIWAN KHAN'S MONGOLS!
ONE OF THOSE MONGULS, MONGRELS, OR WHATEVER THEY CALL THEM! SAY-- SHIWAN KHAN IS IN AGAIN!

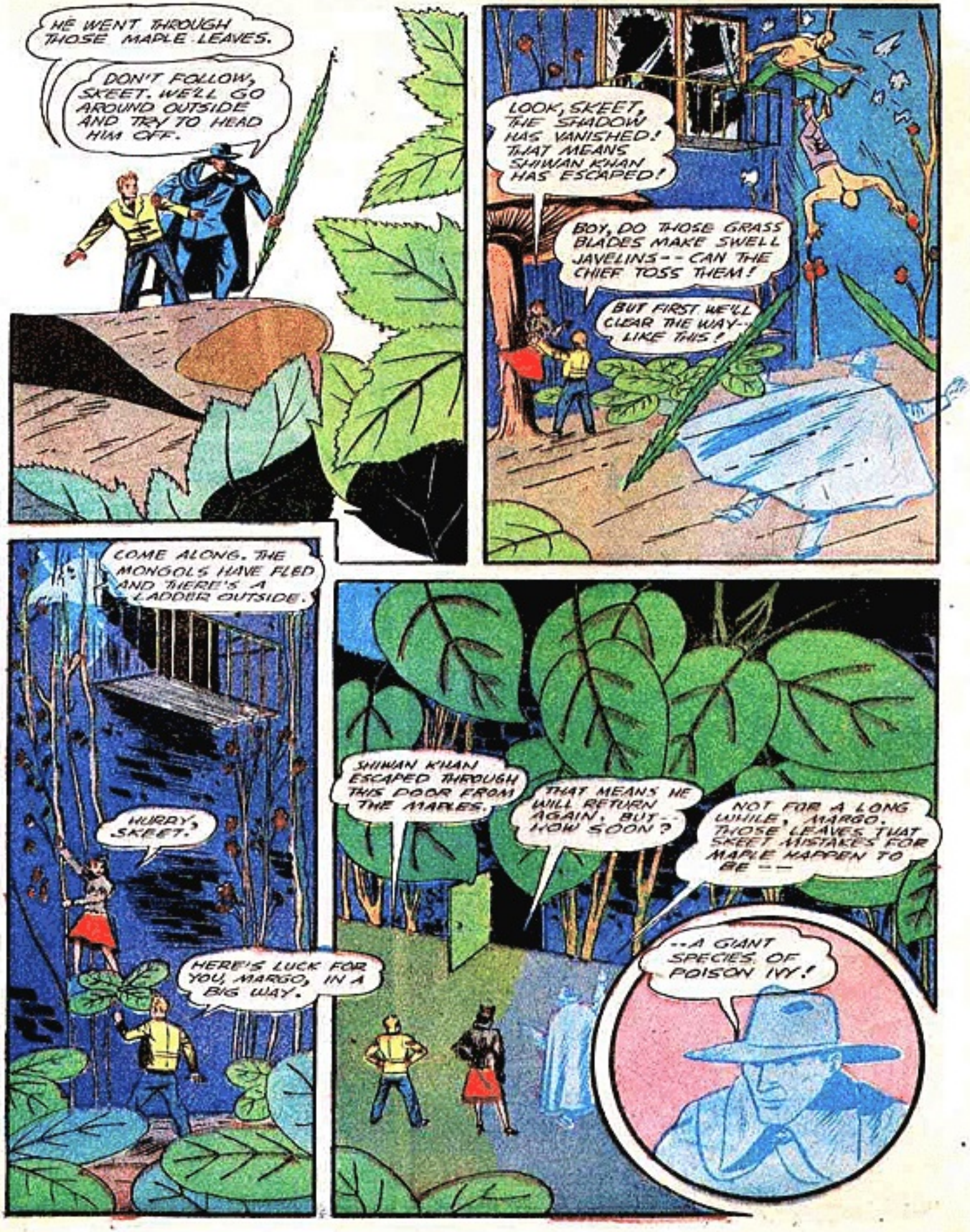

THEY'VE GOT MARGO AND SKEET ALL RIGHT! ONLY THEY'RE HEADING FOR A FERRY INSTEAD OF CHINATOWN!
OH--IT'S YOU, BOSS! HOW DID YOU GET HERE?
I FOUND A PLANTED TRAIL IN CHINATOWN. SINCE SHIWAN KHAN WANTS A MEETING, I WON'T DISAPPOINT HIM.
THE TRUCK GOT OFF ON THE BOAT AHEAD, BOSS--
YES, BUT THAT CAR IS THE ONE I FOLLOWED. IT WILL LEAD US TO THE SAME PLACE.
WHY, SHIWAN KHAN'S HEAD-QUARTERS IS A HUGE CONSERVATORY! HOW QUEER!
I'LL BET WE DON'T KNOW HALF HOW QUEER IT IS!


SHIWAN KHAN!
WELCOME, PRISONERS, TO THE GIANT'S GARDEN!
THE OLD GOLDEN MASTER HIMSELF!
BIND EACH OF THEM TO A PRIZE MUSHROOM!
THIS IS A GIANT'S GARDEN!
THOSE MUSHROOMS--YOU CAN EVEN SEE THEM GROW!
WHAT A HORRIBLE PLACE! WHY EVEN THE ROCKS ARE SPROUTING!
THAT ISN'T A ROCK. IT'S A MUSHROOM--
-- COMING UP!
IN A JIFFY, TOO! WHY IT WILL BE FULL GROWN IN HALF A MINUTE!


YING KO!
YING KO!
WHERE DID SHIWAN KHAN GO?
I DON'T KNOW. IIM WATCHING THE HATCHET MEN. YING KO MEANS THE SHADOW -- THEY MUST HAVE SIGHTED HIM!
HE CAN'T CLOUD MINDS WHEN SHIWAN KHAN IS AROUND. THE GOLDEN MASTER USES HYPNOTISM TOO!
THERE IS THE SHADOW NOW! BUT HE OUGHT TO BE INVISIBLE!
WELCOME, YING KO. I KNEW I COULD LURE YOU HERE TO DIE WITH THE PRISONERS YOU CAME TO RESCUE! HATCHETS -- NOW!
THOSE COLOSSAL PUFF BALLS, MY FINEST SPECIMENS OF GIANT HORTICULTURE, WILL SPELL YOUR DOOM WITH THEIR POISON SMOKE!
WHAT I NEED IS A BLADE OF SWORD GRASS!

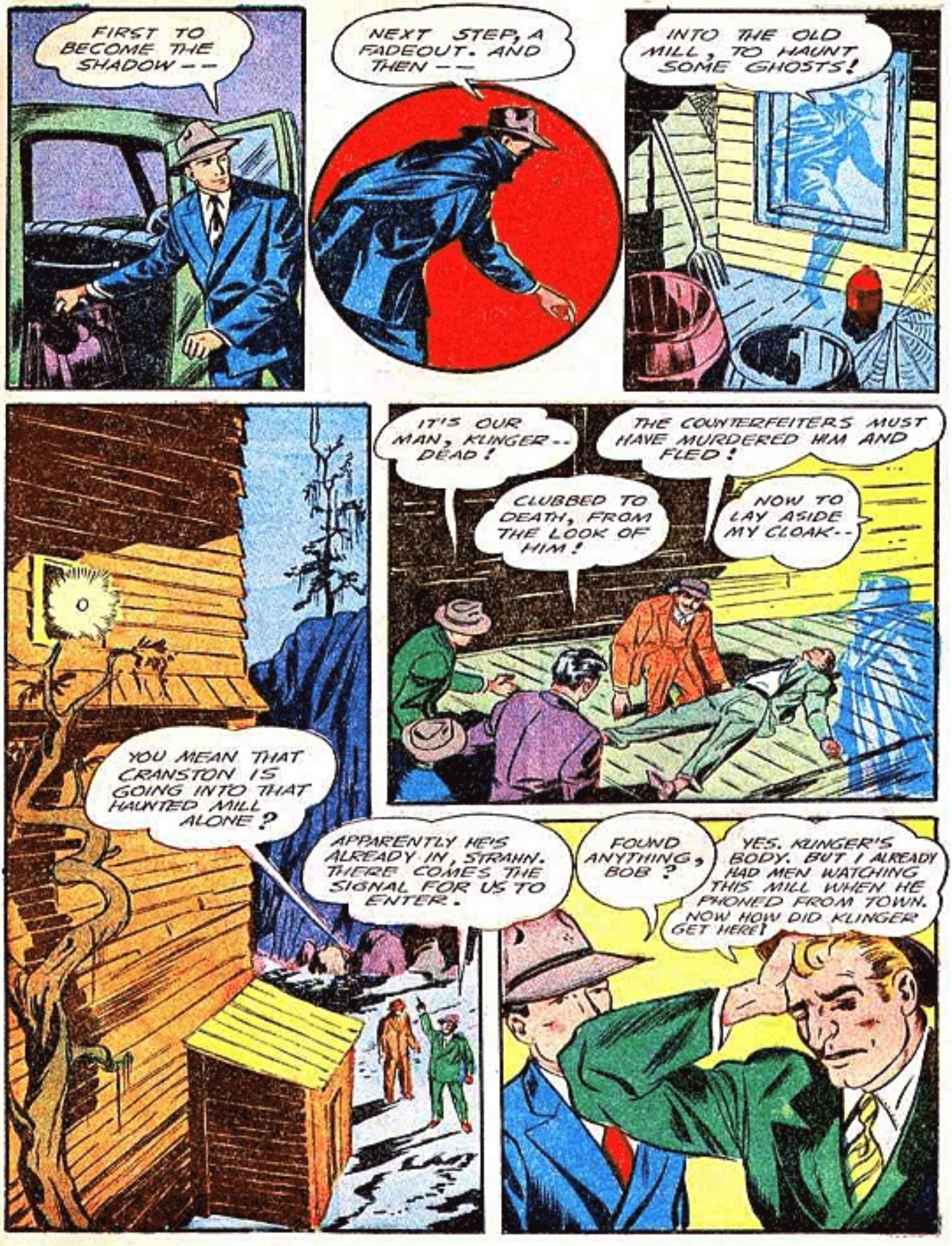

RELEASING THE PRISONERS IS USELESS, YING KO. NOTHING CAN SAVE YOU!
QUICK, SKEET! HOP ON THAT SPROUTING MUSHROOM WITH MARGO!
BOY, CAN THAT GRASS SWORD CHOP!
WE'RE GOING UP ABOVE THE POISON SMOKE!
YES -- BUT WHAT ABOUT THE SHADOW?
YOU'VE MADE IT, SKEET!
THANKS TO THE SHADOW!
LOOKS LIKE I MISSED THE LAST TRIP! WELL, THERE IS ALWAYS ANOTHER WAY OUT!


FOOLS, TO THINK THAT YOU ARE SAFE! WITH THE SHADOW DEAD YOU ARE HELPLESS!
I'M AFRAID HE'S RIGHT.
TOO RIGHT!
THE DEADLY SMOKE HAS CLEARED. NOW LOOK FOR THE SHADOW!
ONE MOMENT, SHIWAN KHAN!
THAT VOICE! WHERE DID IT COME FROM?
RIGHT HERE, SHIWAN KHAN. THANKS FOR GROWING SUCH MAN-SIZED TULIPS!
THE SHADOW MUST HAVE CHOPPED THAT DROOPER WHILE WE WERE COMING UP!
AND WHILE HE WAS UNDER THE TULIP THE DEADLY SMOKE COULDN'T REACH HIM!
THERE GOES SHIWAN KHAN... INTO THE MAMMOTH MAPLE LEAVES!
YOUR GIANT SWORD GRASS HAS A FINE EDGE, SHIWAN KHAN!


HE WENT THROUGH THOSE MAPLE LEAVES.
DON'T FOLLOW, SKEET. WE'LL GO AROUND OUTSIDE AND TRY TO HEAD HIM OFF.
LOOK, SKEET, THE SHADOW HAS VANISHED! THAT MEANS SHIWAN KHAN HAS ESCAPED!
BOY, DO THOSE GRASS BLADES MAKE SWELL JAVELINS -- CAN THE CHIEF TOSS THEM!
BUT FIRST WE'LL CLEAR THE WAY-- LIKE THIS!
COME ALONG. THE MONGOLS HAVE FLED AND THERE'S A LADDER OUTSIDE.
HURRY, SKEET.
HERE'S LUCK FOR YOU, MARGO, IN A BIG WAY.
SHIWAN KHAN ESCAPED THROUGH THIS DOOR FROM THE MARKES.
THAT MEANS HE WILL RETURN AGAIN, BUT-- HOW SOON?
NOT FOR A LONG WHILE, MARGO. THOSE LEAVES THAT SKEET MISTAKES FOR MAPLE HAPPEN TO BE --
--A GIANT SPECIES OF POISON IVY!

The Shadow
THE HAUNTED MILL!!
THE OLD MILL NEAR THE TOWN OF MOUNTAINVIEW, WHERE GHOSTLY LIGHTS FLICKER AND UNSEEN HANDS DO DEEDS OF DEATH. A MYSTERY THAT CHALLENGES THE POWER OF THE SHADOW!!!
ILLUSTRATED by Jack Binder

YOU MUST BE LAMONT CRANSTON-
WHICH MEANS THAT YOU'RE ROGER STRAHN, THE MAN I'M SUPPOSED TO MEET HERE.
MOUNTAIN VIEW
BOB JORMAN AND THE FEDS ARE WATCHING THE OLD HAUNTED MILL. THEY WANT US TO JOIN THEM THERE.
SO THAT'S WHERE THE COUNTER-FEITERS MAY BE HIDING! SOUNDS INTERESTING!
YOU SAY THE SUMMIT ROAD LEADS TO YOUR HUNTING LODGE, STRAHN?
THAT'S RIGHT, CRANSTON. BUT WE'RE GOING TO THE OLD MILL FIRST. IT'S ON THE OTHER SIDE OF THE MOUNTAIN.
SUMMIT →
← MILL CREEK
HERE WE ARE -- AND HERE'S BOB JORMAN.
HELLO, JORMAN! I HAVEN'T SEEN YOU SINCE WE CAPTURED THE GHOST FLEET.
WE'RE DEALING WITH REAL GHOSTS NOW, MR. CRANSTON!
ONE OF OUR MEN, KLINGER, MANAGED TO JOIN THE COUNTER-FEITERS. HE SENT A TIP-OFF TO WATCH THE OLD MILL --
SO WE'RE WATCHING IT, BUT ALL WE SEE IS GHOST LIGHTS!
LOOK! THERE'S ONE NOW!
SPREAD YOUR MEN, JORMAN, AND WATCH FOR A SIGNAL TO ENTER.


FIRST TO BECOME THE SHADOW--
NEXT STEP, A FADEOUT. AND THEN--
INTO THE OLD MILL, TO HAUNT SOME GHOSTS!
IT'S OUR MAN, KLINGER-- DEAD!
THE COUNTERFEITERS MUST HAVE MURDERED HIM AND FLED!
CLUBBED TO DEATH, FROM THE LOOK OF HIM!
NOW TO LAY ASIDE MY CLOAK--
YOU MEAN THAT CRANSTON IS GOING INTO THAT HAUNTED MILL ALONE?
APPARENTLY HE'S ALREADY IN, STRAHN. THERE COMES THE SIGNAL FOR US TO ENTER.
FOUND ANYTHING, BOB?
YES. KLINGER'S BODY. BUT I ALREADY HAD MEN WATCHING THIS MILL WHEN HE PHONED FROM TOWN. NOW HOW DID KLINGER GET HERE?

NOBODY HIDING ANYWHERE. THEY MUST HAVE FLED AFTER THEY CHUCKED POOR KLINGER IN THE MILL RACE.
GHOSTS DON'T FLEE. THEY JUST VANISH.
AND SO DO I!
WHILE JORMAN AND THE OTHER FEDS SEARCH THE OLD MILL, CRANSTON AGAIN BECOMES THE SHADOW AND MAKES A SIDE TRIP....
SHOULDN'T THE SHADOW BE HERE BY THIS TIME, SKEET?
VALDA AND SKEET PARKED WHERE I TOLD THEM TO BE: GOOD!
PRETTY SOON, VALDA. REMEMBER, IT'S MORE THAN A MILE FROM THE MILL.
THEN YOU THINK THE FEDS WILL FORGET THE OLD MILL AFTER THEY'VE SEARCHED IT, CHIEF?
EXACTLY. THAT'S WHY I WANT YOU TWO TO WATCH IT-- IF VALDA ISN'T AFRAID OF GHOSTS!
IF GHOSTS COULD SCARE ME, I WOULDN'T BE WORKING FOR YOU, MR. SHADOW!
NOT A SIGN OF THOSE COUNTERFEITERS. I GUESS THEY'RE GONE FOR GOOD.
OR BAD! BUT IT'S STILL A PUZZLE HOW KLINGER GOT THERE.
THERE GO THE FEDS--
THOSE WEIRD LIGHTS--PERHAPS THERE ARE GHOSTS!
BUT FIRST MR. CRANSTON WILL APPEAR FROM SOMEWHERE!
ANY LUCK, BOO?
NONE. WE'RE GOING BACK TO TOWN.
I'LL TAKE CRANSTON OVER TO MY MOUNTAIN LODGE.

YOU CHOSE AN EXCELLENT SITE FOR YOUR LODGE, STRAHN.
YES. IT IS FREE FROM STORMS THAT SWEEP THE SUMMIT.
LAMONT CRANSTON ARRIVES AT STRAHN'S MAGNIFICENT LODGE ON THE OTHER SIDE OF THE MOUNTAIN.....
I'M GIVING YOU THIS ROOM, CRANSTON, BECAUSE IT HAS A PRIVATE PHONE IF YOU WANT TO CALL NEW YORK.
THANKS, STRAHN. I DO HAVE A CALL TO MAKE.
FIRST TO BOLT THE DOOR; THEN MAKE A CALL AS STRAHN SUGGESTS.
CLICK
ALWAYS TURN THE RECEIVER THE OTHER WAY WHEN YOU LIFT IT. NO BUZZ? THIS PHONE SEEMS DEAD!
JUST AS DEAD AS I'D BE IF I'D HAD THE RECEIVER TO MY EAR WHEN I PRESSED THE HOOK -- AS STRAHN HOPED.
PONG!
BANG!
NOW, AS THE SHADOW, I CAN SCALE THE WALL WITH THESE SPECIAL SUCTION CUPS AND LEARN WHAT ELSE STRAHN HAS IN MIND.

I HEARD THE RECEIVER GO OFF, MR. STRAHN.
GOOD. THAT'S THE END OF CRANSTON. HE WORRIED ME BECAUSE --
HE WAS THE ONE PERSON SMART ENOUGH TO REALIZE THAT MY CLOSE CONTACT WITH THE FEDS COULD MEAN I WAS THE MAN RESPONSIBLE FOR KLINGER'S DEATH!
WHERE NOW, SIR?
TO THE CRYSTAL CAVE, OF COURSE.
THIS SOUNDS INTERESTING.
A HIDDEN CAVERN RIGHT UNDER THE LODGE! WHERE STRAHN MANUFACTURES THE COUNTERFEIT CURRENCY!
HELLO, KARL. THE FEDS HAVE LEFT THE OLD MILL. YOU CAN BRING THE OUTSIDE CREW THERE FOR ANOTHER SHIPMENT.
FIRST WE'LL SEND SOME GHOST PILLS TO SCARE ANY SNOOPERS.
AN UNDERGROUND STREAM TO THE OLD MILL. SO THAT'S THE GAME!

ENOUGH PILLS! MAKE READY WITH THE SHIPMENTS FOR THE OUTSIDE CREW TO PICK UP!
FROM THE CRYSTAL CAVE TO THE HAUNTED MILL....
SO THAT'S THE ROUTE THEY SENT KLINGER'S BODY!
YES, SIR..... COMING UP.....
GHOST LIGHTS, LIKE THOSE THE SHADOW MENTIONED!
I CAN SQUEEZE THROUGH THAT LITTLE WINDOW! I'LL WATCH THEM, VALDA, WHILE YOU SUMMON THE FEDS!
I WAS SMART TO WEAR THIS SWIM SUIT (UNDER MY DRESS). WHILE SKEET ENTERS THE WINDOW I'LL GO IN BY THE OLD MILL STREAM!
POTASSIUM PILLS! WHEN THE SHELLS MELT THEY MAKE BLUE FLAMES -- LIKE GHOSTS!
PUFF
THERE GOES ONE LOAD. NOW FOR ANOTHER!
THE SHADOW!
THAT'S ALL, STRAHN, AND ENOUGH TO CONVICT YOU WHEN THE FEDS INTERCEPT IT!
THAT'S HIS VOICE--
WHILE SKEET LEARNS ONE ANSWER, THE SHADOW SUPPLIES ANOTHER!!!

QUICK -- THROW THE CONTAINER -- THAT WAY!
BLIND LUCK, THAT HEAVE. WELL, ONE SHOT MISSED WON'T MATTER --
THIS WAY OUT -- AND HURRY!
AND THERE GOES ANOTHER -- MISS! WHAT LUCK!
THIS SHOT WILL COUNT --
FOR NOTHING, SHADOW!
ACETYLENE, FILLING THE CAVE! IF THIS IS MY FINISH, THESE METAL TUBES ARE TO BLAME. WAIT THOUGH -- WHAT WORKS ONE WAY CAN WORK ANOTHER --
HISSS
HISSSS
HISSSS
THAT TRAPS THE SHADOW -- AND NOW TO MAKE IT PERMANENT!
SLAM
PING
GAS

Meanwhile....
THE COUNTERFEITING MOB, BACK AGAIN! THEY THOUGHT THE GHOST STUFF WOULD SCARE PEOPLE AWAY! THEY'RE WAITING FOR SOMETHING--
I CAN HEAR IT COMING--
READY, BOYS--
--AND LOOK WHAT THEY GOT!
HOIST!
GRAB THAT KID!
SKKEEE

SAY -- THIS THING IS EMPTY!
HOW COME IT'S SO HEAVY THEN?
UH!
THE SHADOW-- UH!
LOOK, SKEET! THE SHADOW! I DON'T MEAN I SEE HIM --
BUT YOU SEE WHAT HE'S DOING. SO DO I!
GET THE CAR, SKEET. WE'RE GOING ROUND THE MOUNTAIN.
I'LL GET MY DRESS.
OK, CHIEF.
IT'S EASY NOW, MEN! THE SHADOW JUST NIPPED STRAHN!
THERE'S THE BIG ONE, JORMAN!
LET'S GO BACK TO THE CAR, WALDA. THE SHADOW WILL SOON JOIN US.
LIKE A GHOST-- A REAL ONE!
THE GAS HAS CLEARED. NOW LET'S LOOK AT THE SHADOW.
LOOK ALL YOU WANT, STRAHN-- RIGHT HERE!
HEY-- HERE COME THE FEDS!

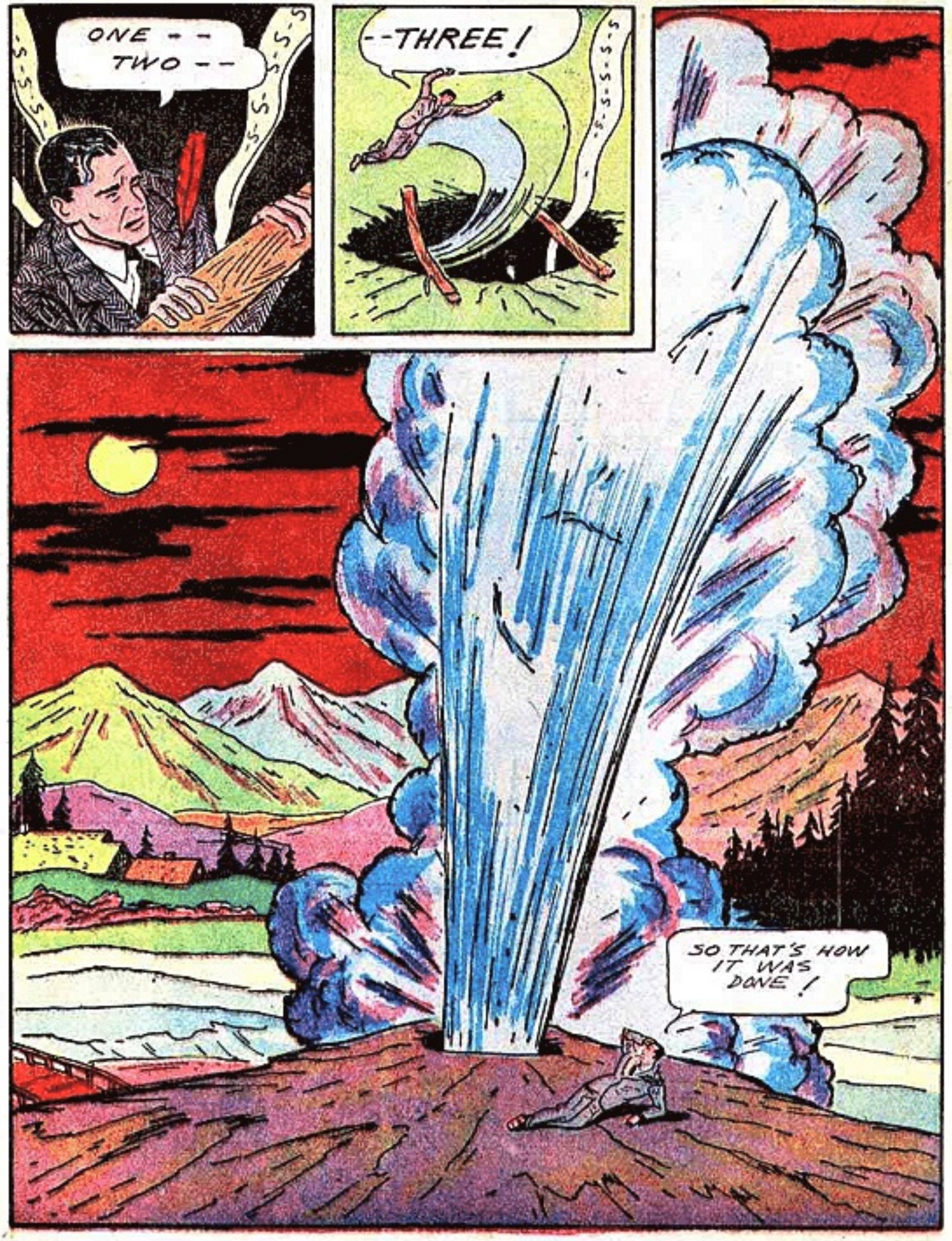
NICK CARTER...
THE CLUE OF THE MISSING PERIODS!
SAY, NICK - DON'T YOU THINK WE OUGHT TO STAY TONIGHT AND LOOK THE PARK OVER?
IT WOULDN'T BE A BAD IDEA. IF THE GAS AND RUBBER SHORTAGE GETS MUCH WORSE WE MAY NEVER HAVE THE CHANCE AGAIN. I'VE NEVER SEEN OLD FAITHFUL SPOUT AND I'D LIKE TO.
NATIONAL PARK
NICK WAS TO REGRET THAT HE EVER SAW "OLD FAITHFUL"!

KINDA SWANKY!
THIS IS THE WAY I LIKE TO ROUGH IT IN COMFORT.
PARK INN
THE ONLY PLACE TO SLEEP ON THE RESERVATION
YOU MEMBERS OF NEW YORK'S TRANSIT BOARD LIVE WELL, DON'T YOU?
LATER THAT NIGHT..
YOU'D NEVER KNOW THAT IT WAS MID-SUMMER, WOULD YOU?
NICK CARTER — QUICK — SOMEONE'S DEAD!
LET'S GO!
SO YOU COULDN'T WAIT TILL WE GOT TO RENO. YOU KILLED HIM!
THAT'S FUNNY!

DON'T FLATTER YOURSELF. I'M JUST AS ANXIOUS TO DIVORCE YOU AS YOU ARE TO BE RID OF ME!
DIDN'T YOU KNOW, HONEY, WE'RE GOING TO BE MARRIED!
THERE'S SOMETHING STRANGE HERE -- APPIS' HEAD IS CRUSHED IN, HIS LEGS ARE BROKEN— AND LOOK HERE—
THEY RETURNED TO THE WARMTH OF THE INN..
BEFORE THIS GETS HUNG ON ME— APPIS WAS MY CONFIDENTIAL SECRETARY. WHY WOULD I KILL HIM? BESIDES, WHEN WAS HE FOUND?
I PASSED THE POOL AT 9 O'CLOCK. THERE WAS NOTHING WRONG THEN—
YOU SEE! I WAS HERE FROM 9:00 ON --
THAT'S RIGHT AND THE BODY WAS FOUND AT 9:30. THAT LETS YOU OUT.

WE WERE ALL HERE FROM 9:00 ON. SAY, AREN'T THERE ANY INDIANS AROUND HERE? MAYBE APPIS STUMBLED ON A STILL OR SOMETHING..
THE WAY POOR SIMON WAS TORTURED, MAYBE IT WAS AN INDIAN.
YOU'D BETTER ALL GET SOME SLEEP. I HAVE A PHONE CALL TO MAKE.
LONG DISTANCE.. GIVE ME NEW YORK.
EVERY HOUR ON THE HOUR -- TWENTY MINUTES TO GO ---

NO YOU DON'T — YOU MURDERING DEVIL!
A MUFFLED BOOM!
A THUNDERING NOISE WOKE NICK.
S-S-S-S-S
WHERE AM I? THAT SOUND — GEYSER — "OLD F-----"


ONE - -
TWO - -
--THREE!
SO THAT'S HOW IT WAS DONE!

I SEE. WALSH IS THE PURCHASING AGENT, BUT ALL ORDERS ARE SIGNED BY SLADE AND DONLON!
O.K., THAT'S ALL I NEED TO KNOW!
I'M AFRAID I'LL NEED A WITNESS. COME ON...
WHAT'S THAT?
SOMETIMES TOO MANY BEARS COME DOWN FROM THE HILLS. EVEN THOUGH THEY'RE TAME, THEY CAN BE A NUISANCE. WE PUT SOME HONEY INSIDE THOSE TRAPS. IN GOES MR. BEAR; DOOR CLOSES. WE PULL THE TRAP AWAY AND RELEASE HIM AT A GOOD DISTANCE FROM CAMP. OF COURSE THEY COME BACK AGAIN THE NEXT DAY.
JUST AS I FEARED!
GOOD HEAVENS, THIS HAS GOT TO STOP...
I KNOW WHO THE KILLER IS AND WHY THE MURDERS WERE COMMITTED. LETS GO...
YOU, THE READER, HAVE ALL THE CLUES THAT NICK CARTER HAD. CAN YOU SOLVE THIS BAFFLING CASE BEFORE YOU TURN THE PAGE?

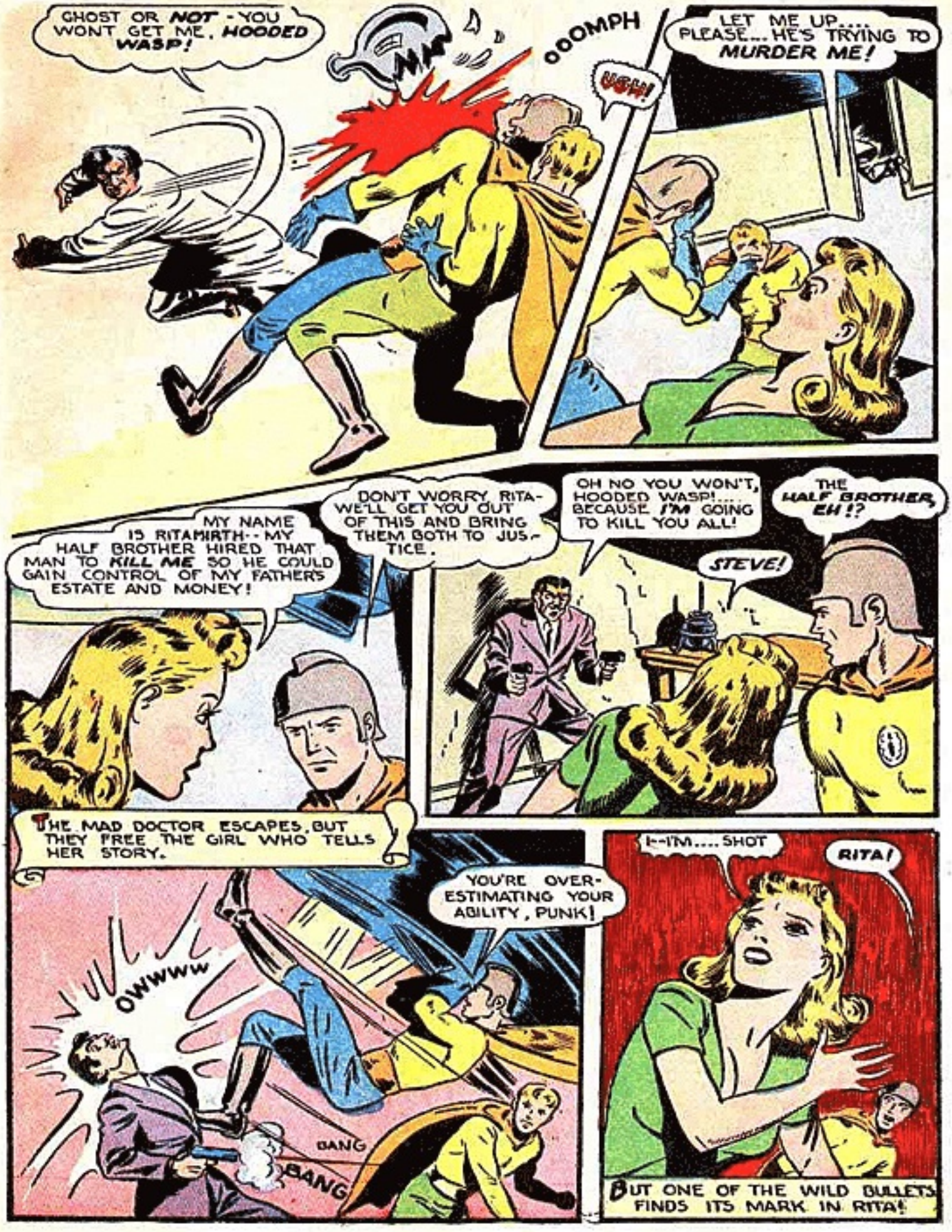
THIS FEATHER WAS A PUERILE ATTEMPT ON THE KILLER'S PART TO DRAG A RED HERRING IN THE GUISE OF INDIANS INTO THE CASE. MISS FARREL, YOU HAVE A FEATHERED HAT, DON'T YOU?
YES, BUT IT'S BEEN STOLEN.
YES - THE KILLER TOOK IT. HERE IS THE REAL CLUE. THIS WAS PART OF AN ELECTRIC LIGHT BULB. IT IS PROOF THAT THIS CRIME STEMS FROM N.Y. AND NOT THE FOREST OR INDIANS.
BUT EVEN THE INDIANS HAVE ELECTRIC BULBS NOW.
YES, BUT NOT WITH A LEFT-HANDED THREAD. BULBS LIKE THESE ARE USED IN THE SUBWAYS OF NEW YORK SO THAT IF THEY'RE STOLEN THEY CAN'T BE USED IN THE RIGHT-HAND THREADED SOCKETS IN PEOPLE'S HOMES.
THE KILLER LAID APPIS, DEAD, OVER "OLD FAITHFUL." WHEN THE GEYSER ERUPTED, IT THREW HIS DEAD BODY OVER INTO RAINBOW POOL A HALF HOUR AFTER THE DEATH.
NO YOU DON'T..
WALSH, YOU KILLED SLADE AND APPIS BECAUSE THEY FOUND YOU HAD BOUGHT A $100,000 WORTH OF JAP BULBS BEFORE THE WAR. THE JAPS NAMED A JAPANESE TOWN USA - SO THAT THEY COULD STAMP "MADE IN USA" ON ARTICLES. THE ONLY DIFFERENCE IS BETWEEN USA AND U.S.A. THE BOARD KNEW NOTHING OF THIS.
YOU BOUGHT THEM FOR A THIRD THE NORMAL PRICE. YOU MEANT TO POCKET THE DIFFERENCE BETWEEN THE CHEAP JAP PRICE AND THE COST OF AMERICAN MADE BULBS. NO BOARD WOULD STAND FOR FOR THAT.
AND I ALMOST MARRIED THAT...
WHAT ARE YOU YELLING ABOUT? I AM MARRIED TO HIM...
YES. BUT YOU'LL BE A WIDOW SOON!

The HOODED WASP
In The Castle of Death
The HOODED WASP, MYSTERIOUS FIGURE OF JUSTICE AND HIS YOUNG PROTEGE, JIM MARTIN---CALLED WASP, LET, GOT LOST ON BARREN, CREEPY "BALD MOUNTAIN" AT THE HEIGHT OF A THUNDER STORM.....
SORRY TO BREAK IN ON YOU LIKE THIS BUT WE'RE LOST.
OH, COMPANY IS ALWAYS WELCOME, SO WELCOME - I RARELY LET GUESTS GO!
COME IN.... COME IN!
THANKS!
CAN YOU SEE ANYTHING UP ABOVE, WASP-LET?
LOOKS LIKE A CASTLE RIGHT ON TOP!
A HALF HOUR LATER THEY STOP BEFORE THE CASTLE DOOR. IT IS OPENED BY A GIANT FIGURE IN WHITE.
By Jack Binder

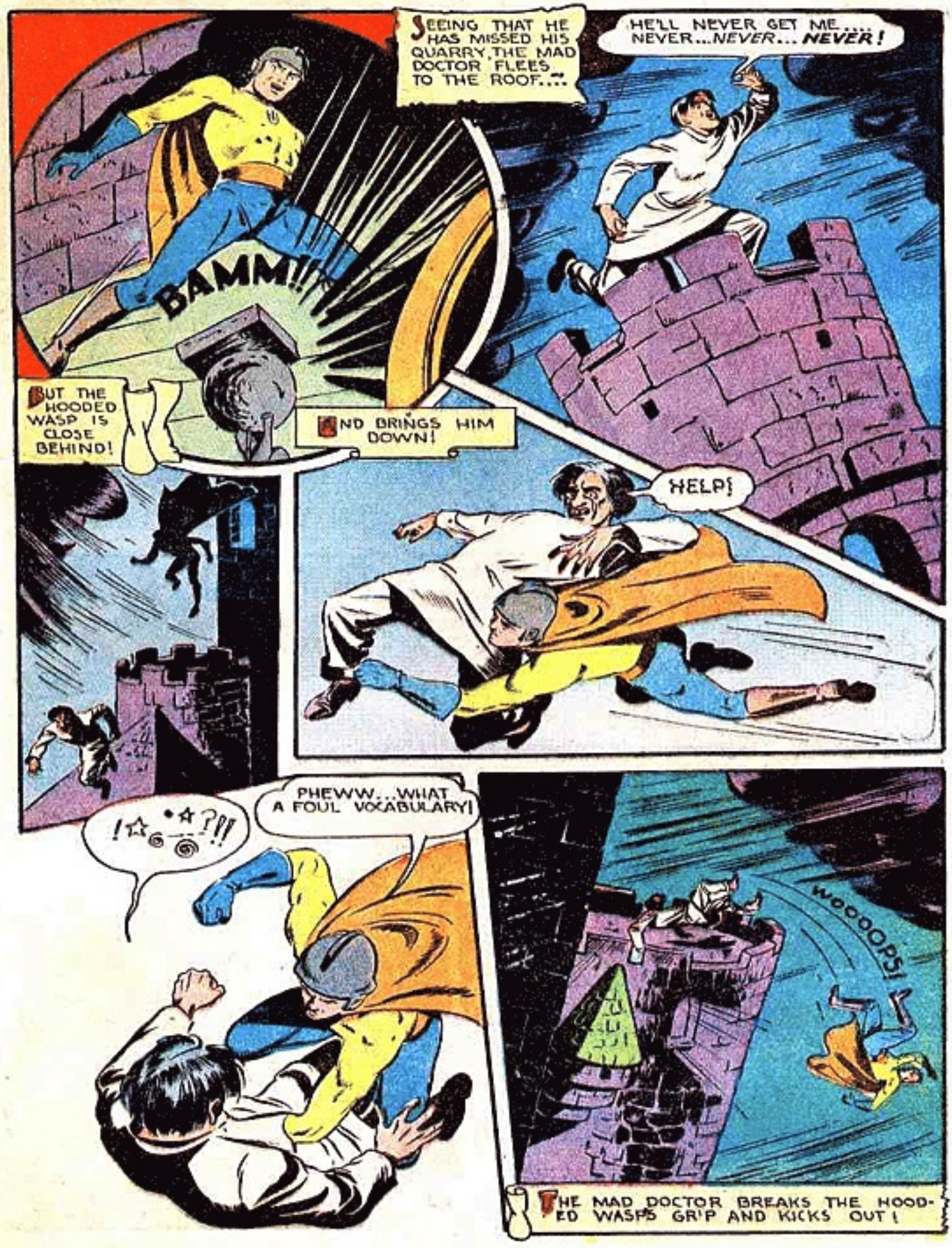
TRUTHFULLY NO GUEST HAS EVER LEFT MY CASTLE ALIVE!!
DON'T TELL ME YOU'RE ONE OF THESE FICTION SCIENTISTS WHO EXPERIMENT ON HUMAN BEINGS?
NO-I AM A BUSINESS MAN, A PHILANTHROPIST AND HUMANITARIAN.. THOUGH SOME WOULD QUESTION THE LATTER.....
AND JUST EXACTLY WHAT IS YOUR BUSINESS?
IT IS PLAIN AND SIMPLE..
..MURDER!
FOR LARGE FEES, I KILL PEOPLE WHO ARE IN THE WAY OF OTHER PEOPLE. WITH THE MONEY, I ENDOW SCIENTIFIC RESEARCH TO FURTHER CIVILIZATION AND HUMANITY.
SURELY YOU AREN'T SERIOUS!...
WHAT DO YOU THINK ABOUT THIS GUY, HOODED WASP?
EITHER HE'S GOT A WARPED SENSE OF HUMOR...OR HE'S JUST WHAT HE SAYS HE IS. I'M GOING TO FIND OUT WHICH TONIGHT.
ANSWERING THE HOODED WASP'S QUESTION WITH A MYSTERIOUS LAUGH, THE GIANT DR MERLIN USHERED THEM TO THEIR ROOM.

IT'S LOCKED!
I GUESS THAT'S OUR ANSWER HOODED WASP....HE'S NOT KIDDING!
IF YOU KNOW ME MERLIN.. YOU KNOW I'M NOT EASY TO KILL!
HAH-HAH-HAH!....SO I HAVE CAUGHT THE HOODED WASP IN MY DEATH ROOM!... I'VE LONG FEARED YOU WASP....BUT NOW YOU'RE DEATH IS A MATTER OF MINUTES!
AT THIS THERE IS A WHIRRING NOISE AND....
YOU WILL BE CRUSHED TO PULP HOODED WASP..... YOU CAN'T ESCAPE
THE WALLS ARE CLOSING IN!
RRRR
RRRR
THE HOODED WASP AND WASPLET TEAR OFF THEIR CLOTHES AND ARE READY FOR ACTION AS THE WALLS COME CLOSER AND CLOSER....
HURRY.... HURRY!
WITH A TREMENDOUS UPWARD THRUST, THE HOODED WASP SENDS WASPLET HURTLING TOWARDS THE SKYLIGHT!
RRR
RRRR
HE TOSSES TIED BEDSHEETS UP TO WASPLET AND STARTS TO PULL HIMSELF UP!

THAT WAS A CLOSE CALL!
I ALMOST GOT MY TOE-NAILS TRIMMED THAT TIME!
BANG
NOW TO PAY A LITTLE VISIT TO THE MAD DOCTOR!
ONLY THIS TIME WE'RE MAD... AT HIM!
EEEEEEE
HEEELP
A WOMAN!
COME ON!... THE DOCTOR'S DOING BUSINESS, WE'VE GOT TO STOP!
DO YOU THINK THE DOCTOR BELIEVES IN GHOSTS?
HE WILL WHEN HE SEES US.
HELP!...NO.... NO...DON'T.... DON'T!
IT WON'T HURT, MY DEAR.. BE QUIET....YOU WILL GO TO PEACEFUL PERMANENT SLEEP... JUST ONE LITTLE JAB OF THIS NEEDLE....
WHO?... YOU!!...NO NO!... YOU'RE GHOSTS!
THE LIVEST GHOSTS YOU'VE EVER SEEN!

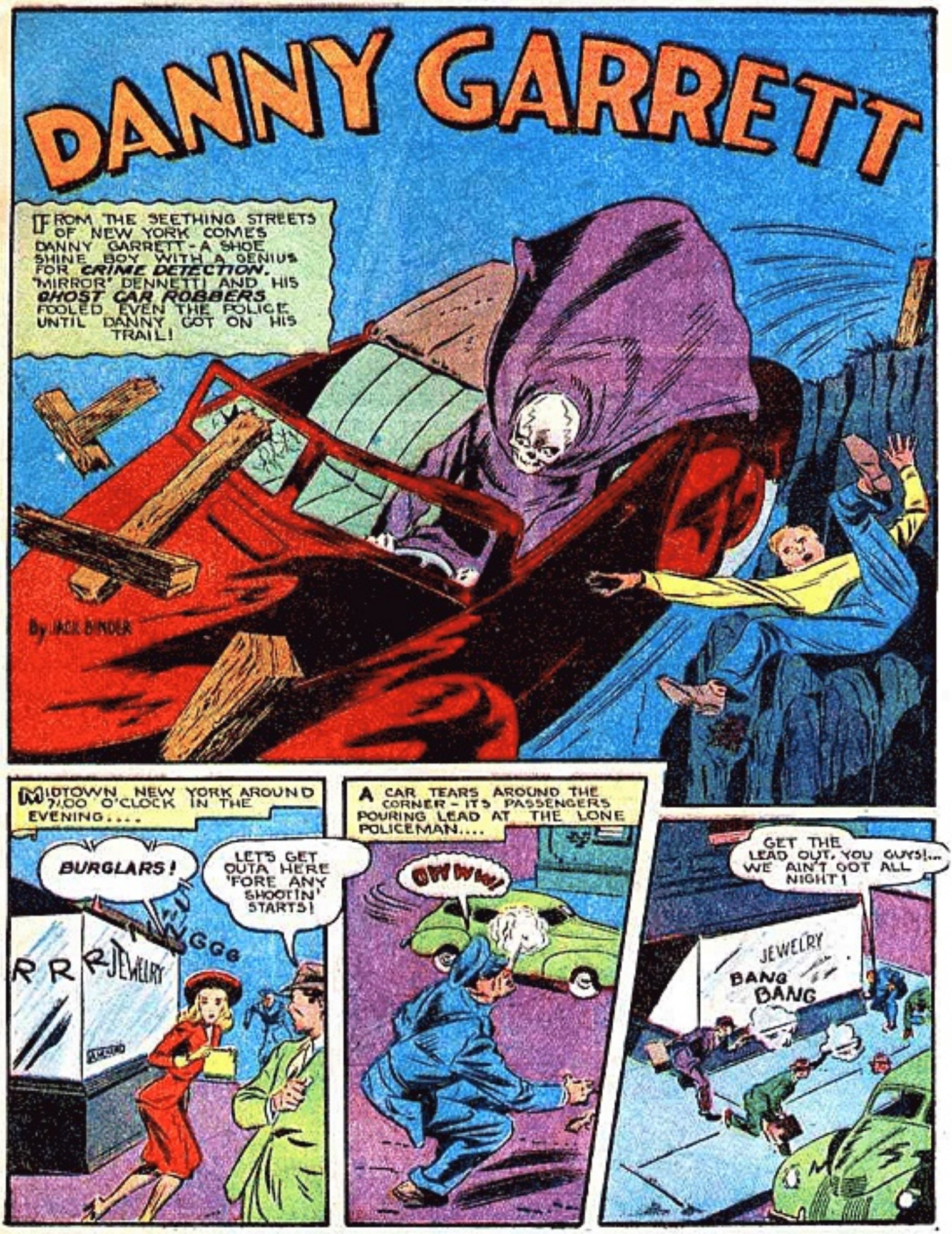

GHOST OR NOT - YOU WONT GET ME, HOODED WASP!
OOOMPH
UGH!
LET ME UP.... PLEASE... HE'S TRYING TO MURDER ME!
MY NAME IS RITAMIRTH-- MY HALF BROTHER HIRED THAT MAN TO KILL ME SO HE COULD GAIN CONTROL OF MY FATHERS ESTATE AND MONEY!
DON'T WORRY RITA- WE'LL GET YOU OUT OF THIS AND BRING THEM BOTH TO JUSTICE.
OH NO YOU WON'T, HOODED WASP!... BECAUSE I'M GOING TO KILL YOU ALL!
THE HALF BROTHER, EH!?
STEVE!
THE MAD DOCTOR ESCAPES, BUT THEY FREE THE GIRL WHO TELLS HER STORY.
YOU'RE OVER-ESTIMATING YOUR ABILITY, PUNK!
OWWWW
BANG
BANG
I--I'M.... SHOT
RITA!
BUT ONE OF THE WILD BULLETS FINDS ITS MARK IN RITA!

IT'S MY SHOULDER....
IT ISN'T SERIOUS. STAY WITH HER, WASPLET, WHILE I GO AFTER DR. MERLIN!
TIE HIM UP SO HE WON'T MAKE TROUBLE WHEN HE COMES TO!
RIGHT!
HE DIDN'T GO OUT, SO HE MUST HAVE GONE UP THESE STAIRS.....
SEVERAL FLIGHTS UP, AT THE TOP OF THE STAIRS....
HEH-HEH....HE'LL NEVER KNOW WHAT KILLED HIM!
AT THE LAST MOMENT, THE HOODED WASP'S SIXTH SENSE GIVES HIM WARNING, BUT THE STONE IS ON HIM!

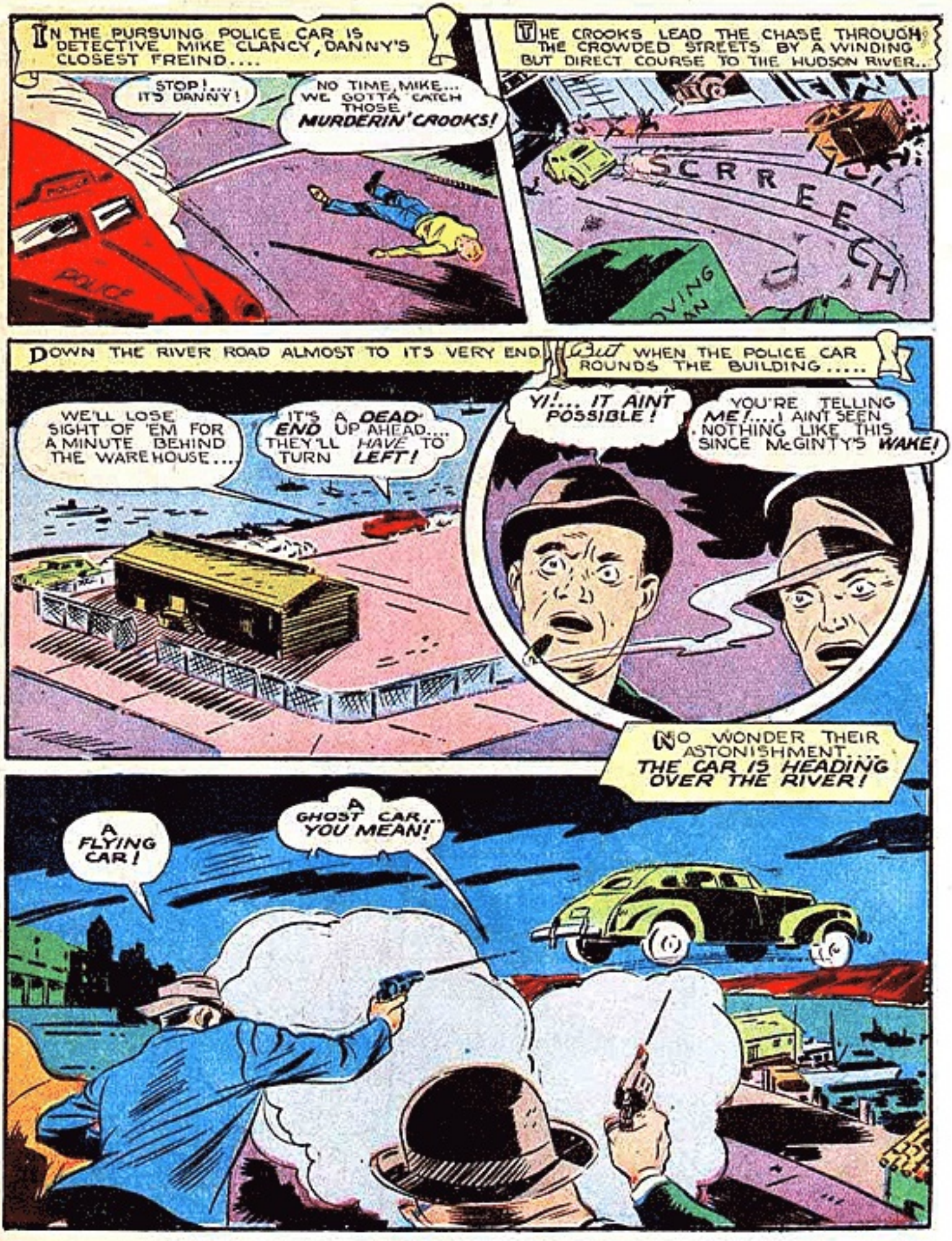

SEEING THAT HE HAS MISSED HIS QUARRY, THE MAD DOCTOR FLEES TO THE ROOF....
HE'LL NEVER GET ME.... NEVER...NEVER... NEVER!
BAMM!!
BUT THE HOODED WASP IS CLOSE BEHIND!
AND BRINGS HIM DOWN!
HELP!
PHEWW...WHAT A FOUL VOCABULARY!
!☆•☆?!!
WOOOOPS!
THE MAD DOCTOR BREAKS THE HOODED WASP'S GRIP AND KICKS OUT!

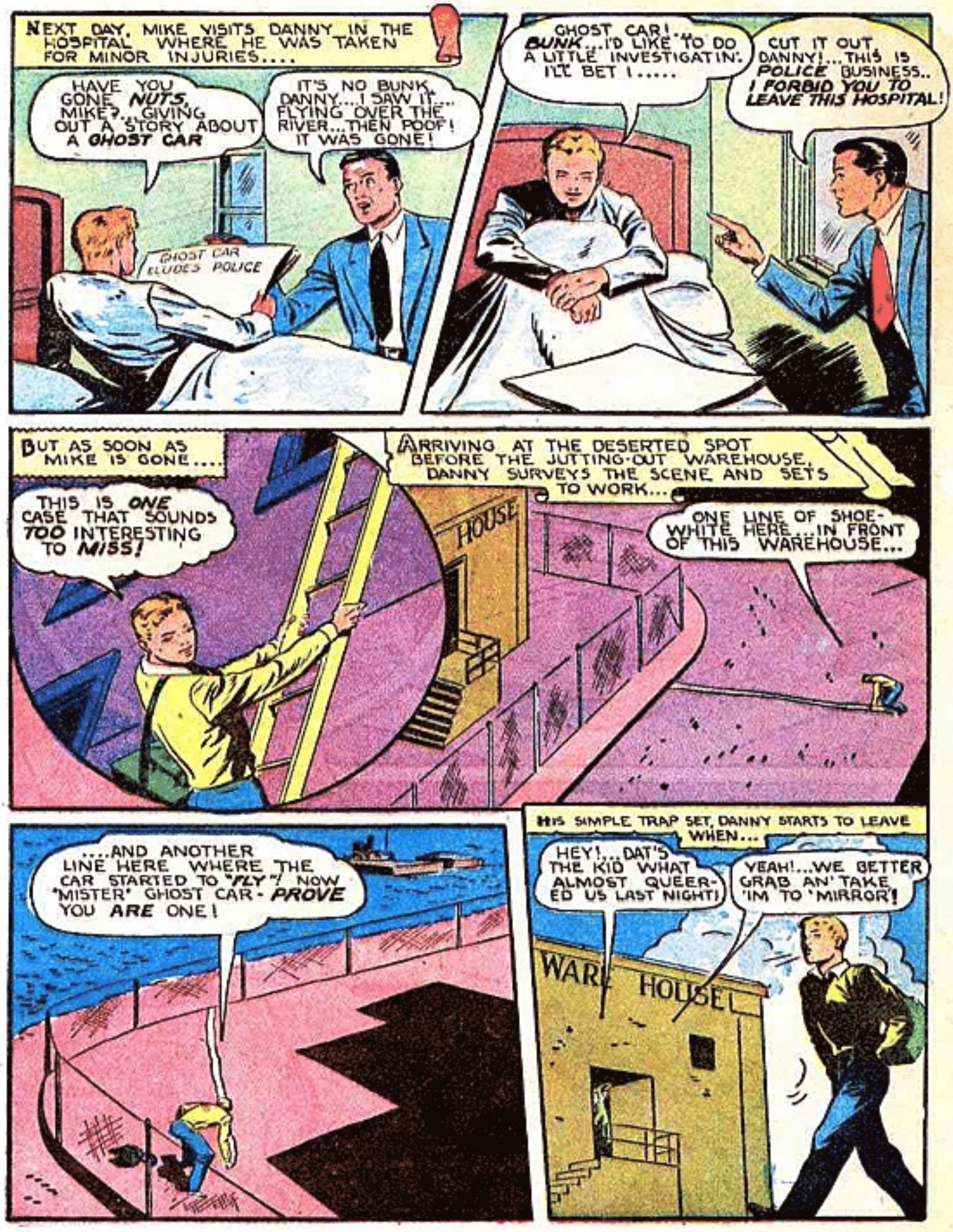
RIP
IT'S JUST FOR SUCH EMERGENCIES, MY FRIENDS THAT I WEAR THIS CAPE!
BACK, EH?.. THIS TIME I'LL FINISH YOU FOR GOOD!
BUT AS HE TUMBLES OVER, HIS CAPE CATCHES ON A SHARP ROCK!
SOCK-O!
SO YOU FINALLY MET YOUR OWN DEATH IN THE ROOM WHERE YOU KILLED SO MANY OTHERS!
I'LL NEVER BE ABLE TO THANK YOU ENOUGH!
AND WHAT'S GOING TO BECOME OF ME?
I'D SAY YOU'LL BE SPENDING THE NEXT 20 YEARS IN JAIL....
..LEARNING TO BE A GOOD BOY!
THE GIANT MAD DOCTOR CRASHES THROUGH THE SKYLIGHT OF THE DEATH ROOM!
OODED WASP RETURNS TO TELL RITA, STEVE AND WASPLET OF THE MAD DR. MERLIN'S DEATH.

DANNY GARRETT



AS THE CAR PULLS AWAY, A YOUNG BOY STREAKS TOWARD THEM! IT'S DANNY GARRETT!
WHAT'S YOUR RUSH?
LET GO THAT WHEEL, YUH BRAT!
I'M NOT LETTIN' GO TILL WE STOP OR CRASH!
DAT'S WHAT YOU THINK!
CONK


IN THE PURSUING POLICE CAR IS DETECTIVE MIKE CLANCY, DANNY'S CLOSEST FREIND....
STOP!.... IT'S DANNY!
NO TIME, MIKE... WE GOTTA CATCH THOSE MURDERIN' CROOKS!
POLICE
THE CROOKS LEAD THE CHASE THROUGH THE CROWDED STREETS BY A WINDING BUT DIRECT COURSE TO THE HUDSON RIVER...
SCRREECH
DOWN THE RIVER ROAD ALMOST TO ITS VERY END
WE'LL LOSE SIGHT OF 'EM FOR A MINUTE BEHIND THE WAREHOUSE...
IT'S A DEAD END UP AHEAD.... THEY'LL HAVE TO TURN LEFT!
BUT WHEN THE POLICE CAR ROUNDS THE BUILDING.....
YI!... IT AIN'T POSSIBLE!
YOU'RE TELLING ME!.... I AIN'T SEEN NOTHING LIKE THIS SINCE McGINTY'S WAKE!
NO WONDER THEIR ASTONISHMENT.... THE CAR IS HEADING OVER THE RIVER!
A FLYING CAR!
A GHOST CAR... YOU MEAN!

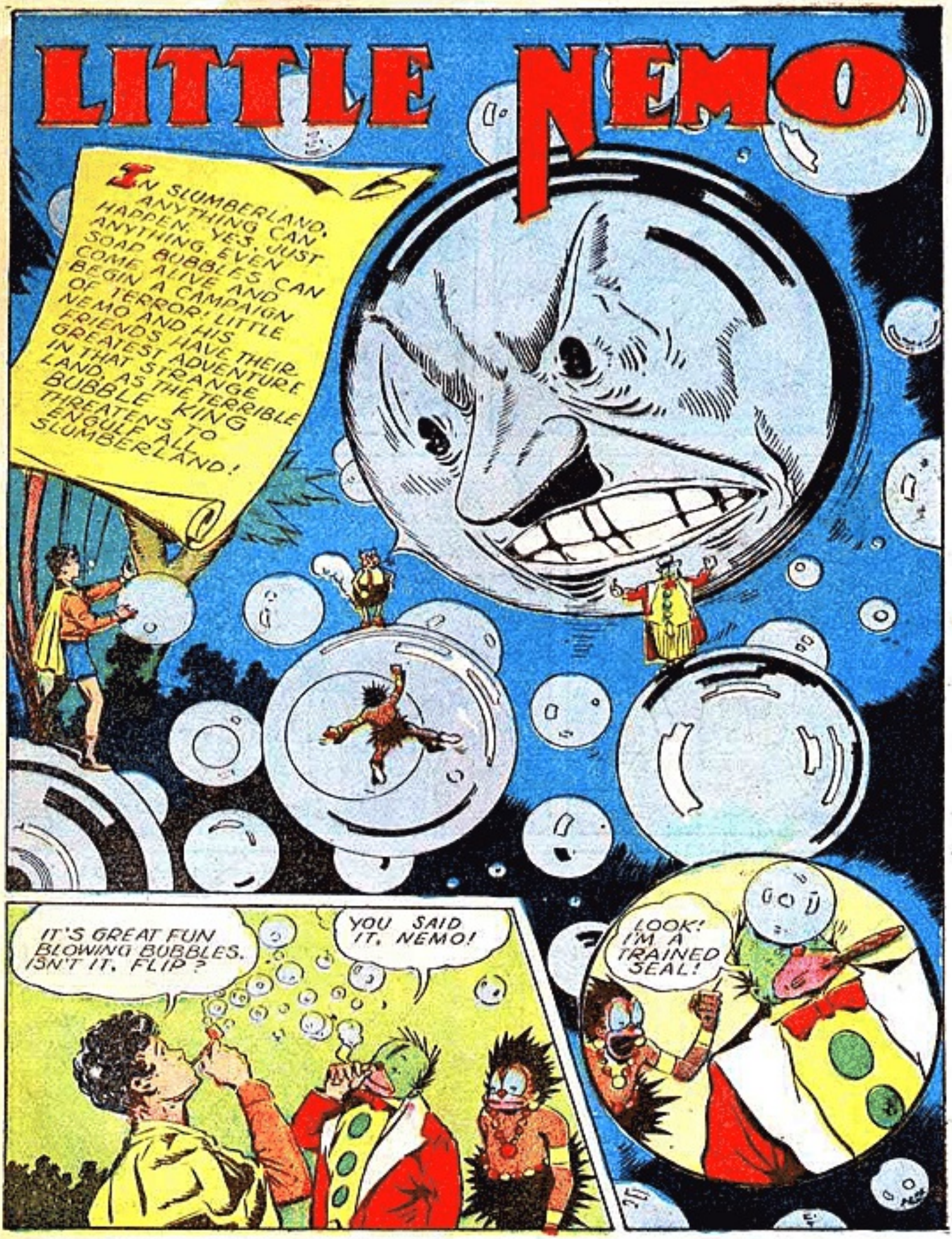

NEXT DAY, MIKE VISITS DANNY IN THE HOSPITAL WHERE HE WAS TAKEN FOR MINOR INJURIES....
HAVE YOU GONE NUTS, MIKE?.. GIVING OUT A STORY ABOUT A GHOST CAR
IT'S NO BUNK, DANNY...I SAW IT... FLYING OVER THE RIVER...THEN POOF! IT WAS GONE!
GHOST CAR ELUDES POLICE
GHOST CAR! BUNK...I'D LIKE TO DO A LITTLE INVESTIGATIN'. I'LL BET I.....
CUT IT OUT, DANNY!...THIS IS POLICE BUSINESS.. I FORBID YOU TO LEAVE THIS HOSPITAL!
BUT AS SOON AS MIKE IS GONE....
THIS IS ONE CASE THAT SOUNDS TOO INTERESTING TO MISS!
ARRIVING AT THE DESERTED SPOT BEFORE THE JUTTING-OUT WAREHOUSE, DANNY SURVEYS THE SCENE AND SETS TO WORK...
HOUSE
ONE LINE OF SHOE-WHITE HERE...IN FRONT OF THIS WAREHOUSE...
....AND ANOTHER LINE HERE WHERE THE CAR STARTED TO "FLY"! NOW 'MISTER' GHOST CAR - PROVE YOU ARE ONE!
HIS SIMPLE TRAP SET, DANNY STARTS TO LEAVE WHEN...
HEY!...DAT'S THE KID WHAT ALMOST QUEERED US LAST NIGHT!
YEAH!...WE BETTER GRAB AN' TAKE 'IM TO 'MIRROR'!
WARE HOUSE

HERE YOU!...
HUH?? ....WHAT THE ??.....
UGGGHHOOOMMPHH
WAREHOUS
THIS'LL TRIM YOU DOWN TO MY SIZE!....
WHAM
A PERFECT FIT!
THIS'LL FIX YOU... GUTTER RAT!
OWWW
FINALLY OVERCOME, DANNY IS BROUGHT BEFORE 'MIRROR' DENNETTI, LEADER OF THE 'GHOST CAR' MOB...
AH-HA!..SO IT'S DA FRESH-A KID WHAT GETS IN OUR WAY LAS' NIGHT, EH....WHAT'S YOU DO 'ROUND HERE!?
I HAD A DATE WITH SOME FISH IN THE RIVER.... TO SHINE THEIR SHOES!

I TEACH-A YOU TO TALK-A DA SMART-ALECK TO 'MIRROR'!
BAM
WOW! AM I IN A MESS!!..... AND NO CHANCE TO ESCAPE... WINDOW'S TOO SMALL.
SEVERAL HOURS LATER.....
OKAY, YOU MUGS - IT'S TIME TUH GO OUT AN' PULL-A DA BENSON STICK-UP... EVERY-TING WORK-A DA SAME LIKE LAST NIGHT...CATCH ME?
OKAY, 'MIRROR'.
RIGHT!
ANOTHER STICK-UP!... I GOTTA GET OUT OF HERE!
BAT - YOU STAT HERE AND WATCH-A DA KID
MIND IF I KICK HIS TEETH IN WHILE YOU'RE GONE?
ONE GUY LEFT TO GUARD ME!... HMMMM... I GOT AN IDEA!
TAKING ALL THE GREASY SHOE-POLISH IN HIS BOX, DANNY SMEARS IT THICKLY IN IN FRONT OF THE DOOR....
BOY-O-BOY!... HOPE THIS WORKS!
Then....
HELP... HELP... MURDER... HE'S KILLIN' ME... NO!.. NO!... DON'T..
HAAAAALPPP!..

THE DUMB THUG FALLS FOR DANNY'S RUSE AND SLIPS INTO THE ROOM BUT NOT QUIETLY!
WH? WHOOOOOPS
HEY WHOAAAAA
YOWWWWWW
HAH-HAH SLIDE, KELLY, SLIDE!
#●☆●!! HEY!... OUCH... OPEN UP!... YUH CAN'T DO THIS TO ME!
MEANTIME, 'MIRROR' AND HIS 'GHOST CAR GANG' AGAIN PULL A SUCCESSFUL ROBBERY AND LEAD THE POLICE THE SAME FAST CHASE DOWN TO AND ALONG THE RIVER....
THERE'S THAT WAREHOUSE... IF THEY FLY OUT INTO THE RIVER AGAIN.... I'LL RESIGN!
THAT DOES IT....I'M FINISHED! I RESIGN! I DON'T BELIEVE IN GHOSTS- YET I'VE SEEN ONE TWICE!
DON'T JUMP THE GUN, MIKE... I'LL PROVE YOU HAVEN'T SEEN A GHOST.. JUST A TRICK!
DANNY!...HOW'D YOU GET HERE- AN' WHATCHA MEAN YOU CAN PROVE IT?
I TOOK THE TROUBLE OF SETTING A LITTLE TRAP THIS AFTERNOON- PART OF IT IS AT YOUR FEET...
I PUT A WHITE LINE OF SHOE-WHITE DOWN HERE- YOU CAN SEE NO TIRES HAVE PASSED OVER IT- IT'S UNBROKEN!
THAT'S WHAT'S WORRYIN' ME:...THIS PROVES IT IS A GHOST CAR!

DANNY TAKES THEM TO THE WHITE LINE BEFORE THE WAREHOUSE....
BUT LOOK THERE ARE TWO SEPARATE SETS OF TIRE TRACKS ON THIS LINE....
THIS SET IS OURS, MIKE!
THEN THE OTHER SET MUST BE THE GHOST CARS!...BUT HOW?...WHERE?
FOLLOW ME - I'LL SHOW YOU YOUR "GHOST CAR"... IT OUGHTA BE PARKED BEHIND THIS WAREHOUSE!
WHO AM I TO ARGUE WITH A GENIUS?....COME ON, MEN!
DANNY LEADS THEM AROUND THE WAREHOUSE AND INTO A SMALL ALLEY....SUDDENLY....
DA COPS!
COPS? BLAST 'EM!
BUT THE BULLETS OF THE LAW FIND THEIR MARKS IN THE RATS WITH DEADLY ACCURACY!
MAMA MIA... OWWWWW!
EKKKKKKK
OHH OH OHH
PRESSED FOR AN EXPLANATION AS TO HOW THE CAR WAS MADE TO SEEMINGLY FLY OVER THE RIVER, DANNY GARRETT LEADS THEM TO THE EDGE OF THE SHORE....
SO THE CAR JUST TURNED LEFT AND WENT UP THE ONLY STREET, BUT WHY DID WE SEE IT FLYING ACROSS THE RIVER?
AH!...THE BUTTON! WATCH!
DANNY'S FINGER TOUCHES THE BUTTON. SUDDENLY...
WHAT THE??.... A GIANT STEEL MIRROR!
RIGHT! 'MIRROR' DENNETT! PUT HIS NAME TO USE. BUILT THIS STEEL MIRROR AND MADE YOU THINK HE DROVE A GHOST CAR ACTUALLY ALL YOU SAW WAS THE REAL CAR'S REFLECTION AS IT DISAPPEARED DOWN THE STREET IN THE OPPOSITE DIRECTION!
DANNY, M'BOY..... THANKS AGAIN FOR HELPIN' ME OUT OF A SPOT!
FORGET IT, MIKE.. AN' LET ME GIVE YOU A SHOE SHINE ON THE HOUSE!


LITTLE NEMO
IN SLUMBERLAND, ANYTHING CAN HAPPEN. YES, JUST ANYTHING. EVEN SOAP BUBBLES CAN COME ALIVE AND BEGIN A CAMPAIGN OF TERROR! LITTLE NEMO AND HIS FRIENDS HAVE THEIR GREATEST ADVENTURE IN THAT STRANGE LAND, AS THE TERRIBLE BUBBLE KING THREATENS TO ENGULF ALL SLUMBERLAND!
IT'S GREAT FUN BLOWING BUBBLES, ISN'T IT, FLIP?
YOU SAID IT, NEMO!
LOOK! I'M A TRAINED SEAL!
GO!

HEE, HEE, HEE!!
IMPIE! STOP THAT. COME HERE AND I'LL SHOW YOU HOW TO BLOW BUBBLES TOO.
POP
THAT IMP, I'LL ----
FIRST YOU TAKE A DEEP BREATH AND ---- NO, IMPIE! WAIT---
SLUUPPPPP!
HA, HA! HE SWALLOWED THE STUFF. GOOD FOR HIM!
GUG GUG GUG GUG
HERE COMES THAT NUT THAT LIKES NUTS--- PEPPY!
HEY, YOU CHUMPS. STOP BLOWING BUBBLES. DON'T YOU KNOW THE BUBBLE KING MIGHT GET ANGRY?
BUBBLE KING?
SURE. HE'S A NASTY ONE, TOO. WHEN HE GETS MAD, HE BUBBLES OVER, AND----
BUBBLE KING --- BAH! WHO'S AFRAID OF HIM? YOU JUST POKE A FINGER AT A BUBBLE AND IT BREAKS----

LIKE THIS.... OWWWWW!
GRRRRRR!
GLUG! OGGLE!
I AM THE BUBBLE KING! HITLER MADE WAR IN WAKE--WORLD. I'M GOING TO MAKE WAR HERE. I'M GOING TO CONQUER SLUMBERLAND. HO, HO, HO!!
HO, HO, HO!
GOSH! WE'D BETTER WARN KING MORPHEUS. AT THE CRYSTAL PALACE!
IT'S LITTLE NEMO, FATHER!
KING MORPHEUS! YOU'RE IN DANGER!
THE BUBBLE KING IS MAKING WAR IN SLUMBERLAND! HE'LL ATTACK THE PALACE!
THIS IS TERRIBLE! NEMO, HELP ME. I APPOINT YOU MY WARLORD!
WARLORD! GGGULP!

DON'T WORRY, WE'RE WITH YOU, NEMO. GENERAL GRANT SMOKED A CIGAR, JUST LIKE ME.
BRING ON THE ENEMY! WHY, I'LL MOW 'EM DOWN SINGLE-HANDED!
THE BUBBLE KING IS ATTACKING! EVERY MAN TO THE WALLS!
ER... YOU GO FIRST, PEPPY.
NO, YOU, GENERAL FLIP!
GLOC!
ARCHERS, READY? FIRE!
WHAT A BATTLE!
POP
HURRAY! OUR ARCHERS DROVE THEM OFF.
SHUCKS! THEY CAN'T WIN AGAINST GENERAL FLIP.
THEY'RE SHOOTIN' BUBBLE BOMBS!

HO, HO, HO! THESE BUBBLE BOMBS WILL SURPRISE THEM!
OWW! SOAP--- IT'S STINGING OUR EYES!
WE CAN'T SEE!
POP!
POP
POP
POP
THEY'RE STORMING THE GATES!
COME ON! WE'VE GOT TO STOP THEM!
WAIT! THOSE SUITS OF ARMOR GIVE ME AN IDEA. QUICK-- PUT 'EM ON!
???????
UGH! TIGHTEST FIT I'VE EVER BEEN IN.
OH, IMPIE! YOU'VE GOT THE SUIT ON BACKWARDS!
OGGLE?

WHAT AM I --- A SARDINE!
HURRY. NOW --- LINE UP AT THE GATES!
THERE GOES THE GATE!
GET READY!
CRACK!
CHARGE!
THERE'S THE BUBBLE KING HIMSELF. HE'S THE ONE I WANT....
NO --- NO! DON'T! HELP! HELP!
THE WHOLE PALACE IS BLOWING UP... UGH!
BOOM
FLIP! IMPIE! PEPPY! WHERE ARE YOU? OH... OH.... I'M ONLY IN BED. DREAMING!

SECRET CODES

By HENRY LYSING

NOTED EXPERT ON CODES, AUTHOR OF "SECRET WRITING," "THE CRYPTOGRAM BOOK," ETC., CONDUCTOR OF THE "CODES" DEPARTMENT IN THE SHADOW MAGAZINE; TECHNICAL DIRECTOR OF COLUMBIA'S GREAT CHAPTER PLAY, "THE SECRET CODE."

(Editor's Note—This is the first of a series of lessons in secret codes which Mr. Lysing will continue in future issues of The Shadow Comics. Mr. Lysing is undoubtedly the country's most famous code expert, and through his books, magazine articles, lectures, is one of the first authorities to make this intriguing game of codes appeal to popular fancy. He has taken codes out of the grim business of military technicalities to make it an intriguing and interesting game for people of keen minds, young and old; and to make all of us more aware of the possibilities for helping our country in the present need. It is a stimulating hobby which all of you will enjoy, and some of you may find of great help to our country.)

Lesson One

When we start our interest in codes as a hobby, as a way of getting plenty of entertainment, of sharpening our minds, and also of possibly getting much practical benefit by our ability in communicating secretly with others —or perhaps intercepting secret messages which enemies of our country may be using! —we have to do exactly as we would do in the case of taking up any other study or hobby. We have to know what materials we work with, and to what end we can make these materials work for us.

Codes are secret communication. We communicate by means of language; by means of signs; by means of words and letters. Therefore, the alphabet is our means of work, for it is the base of all communication. Secondary to this are numerical units. Finally come pictures or symbols which can take the place of words and serve the same purpose.

Therefore, first let us make ourselves alphabet "slides" so that our work hereafter will be much easier by having handy equipment.

All you have to do is get yourself clean strips of paper, or preferably cardboard, so that they will be easier to handle and last longer, and on this mark off a double alphabet in its regular sequence. Make your alphabet in block letters, or on a typewriter, so that each letter occupies the same space, thus making it easier to fit one letter beneath another when you use the slides.

Figure One

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

(Paste these two lines in continuous strip)

The reason we suggest a double alphabet is that, in comparing alphabets, you will run over one end of the regular alphabet, and having two of them in line will save you getting mixed up.

After you have made the regular alphabet, make another one (this one may be just single, not double) with the alphabet in reverse.

Figure Two

Z Y X W V U T S R Q P O N
M L K J I H G F E D C B A

(Paste these two lines in continuous strip)

Then make one with numbers signifying the alphabet, from 1 to 26; and another with the numbers running in reverse. (Figure Three.)

If you wish, you may simply cut out the figures given you here and paste them on a stiff piece of cardboard. Then you have your equipment complete.

Now, with this equipment on hand, let us try our hand at the first step in solving a hidden message—which is the easiest way to learn how to write *effective* secret messages.

Our message:

G S R H X L W V R H E V I D V Z H B

The first thing we try to do is to recognize

Figure Three

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

some word, especially a word of a few letters. We have, in this case, the combination RH, and as a further help, we see that same combination finishing up the first word. Now, there are just a few ordinary two-letter words in our language: as, at in, or, by, of, is, it, and so on. We may have to try all of them, so let's start.

Take your alphabet slide showing the letters in their right order. Then let's take the one with the reverse alphabet on it and try matching the letters of the regular alphabet word we select against the letters RH in the code.

Let us try AT. So we put the letter R, in our reversed alphabet, under the letter A of the regular alphabet and look for the letter that would denote H. This turns out to be K (Figure Four) which would give us AK for the coded word RH. That must be wrong.

Figure Four

l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
G	F	E	D	C	B	A	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H

l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
O	N	M	L	K	J	I	H	G	F	E	D	C	B	A	Z	Y	X	W	V	U	T	S	R	Q	P

Try another—because that's what you must do; try and try again. This time let's try our second word, IN. Put the R of the reverse alphabet slide under the I of the regular alphabet and look to see if the H will give us N. It doesn't; it gives us S over H, so our coded RH gives us IS, which is a regular word.

Now let's fill in I and S for R and H wherever it appears in our coded message, and we get this:

G S R H X L W V R H E V I B V Z H B
i s i s s

Then we go on, with our reversed alphabet, and match up our code letters with the regular alphabet, and our answer:

G S R H X L W V R H E V I B V Z H B
t h i s c o d e i s v e r y e a s y

Doing it this way sounds very easy, you say, because we picked the right way from the start. Of course, if you are lucky, that helps. But if that hadn't worked out, we would have tried some other way.

For example, if your hidden message has no short words (and short words are give-aways, so keep away from them in secret messages!) or any other such clues, your first step is to hunt for combinations of letters. We know that TH is a frequent combination in our language; so is ON, IN, ER, and so on. (Figure Five gives you a list of the most common combinaitons.)

Figure Five

th	at	st
er	en	io
on	es	le
an	of	is
re	or	au
he	nt	ar
in	ea	as
ed	ti	de
nd	to	rt
ha	it	ve

If we see two letters, no matter what letters they are, repeated often, we try substituting one of these combinations for them, and most times that will give us a start toward breaking down the code.

If that doesn't work, we try the method of letter frequency. Some letters of our language appear oftener than others. E is the most frequent; then comes T, A, and so on. Here is the entire alphabet in its order of frequency:

E T A O I N S R H L D C U M F W G Y P B V K X J Q Z

Whenever you see a great number of V's in a coded message, you might readily guess that the message is the same reverse-alphabet code we have just solved, and that every V is an E. Spotting a few such letters, plus a few combinations, will do half your job for you.

This substitution of letters for others can be worked a great many different ways. Instead of reversing the alphabet, just write your message by substituting the letter following the regular letter. Instead of

THIS

you write

UIJT

which is one letter ahead; or make it two letters ahead, or three, or four. This will give you a good complicated code.

You can do the same thing backward: using the letter *in front of* your regular letter. Use A for B, B for C, and so on; or two letters in front, using Y for A, Z for B, and so on. Or

further, reverse the alphabet, as we have shown in our first message, and *then* use letters in front or in back of the regular letter. This is "double" encoding, and makes the code just twice as hard to break.

Once we know this principle of substitution, there is no limit to the number of codes we can devise on this basis. They may be variations of the substitution of the alphabet letters; they may be a reversal of their positions, such as simply writing the words backward:

SIHT EDOC SI YREV YSAE

or writing it by transposing every other letter:

TIHS CDOE SI VREY ESAY

or by putting one or two extra letters, picked at random, between each real letter of your word. Thus, using two extra letters, we get:

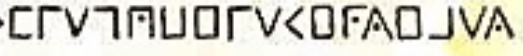
TLMHACIGBS CKIOYZDMQE IKKL VKSELDRATY EFTANBSTTY

and so on, limited only by our patience and ingenuity.

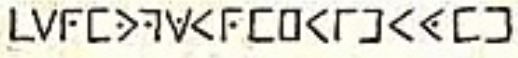
Then, too, we can use this same principle by simply substituting a sign or a figure for each letter of the alphabet, and then writing our message in that. Here, in Figure Six, for example, is one code which many of you might have, at some time or other, seen:

Figure Six

This is the tic-tac-toe code, and the message, "This code is very easy," would be:



Now, you can make this code more complicated by using the reversed alphabet, or the letters one or two ahead or one or two behind. It will tend to make the code more confusing and baffle people who think they understand it. For example, if we reverse the alphabet, the same message, "This code is very easy," which is given in Figure Seven in its regular order, would now look like this:



and the average person, remembering the tic-tac-toe code would get, as his first translation:

GSRH XLWV RH EVIB VZHB

and it wouldn't mean a thing to him. He'd have to start all over again, solving a brand-new code!

Here's still another effective little code, which you can alter to suit your convenience quite easily. First, arrange the alphabet in a square of five letters each way, dropping the letter *Z* in order to make the square an even 25 letters instead of the complete 26. Then, along each side and column, write the numbers from 1 to 0, like this:

	6	7	8	9	0
1	A	B	C	D	E
2	F	G	H	I	J
3	K	L	M	N	O
4	P	Q	R	S	T
5	U	V	W	X	Y

Now, all you need to do to write your message is to put down the two numerals which meet at the letter you wish to write. For example, A is 16; B is 17; F is 26; K is 36; M is 38; S is 49; and so on. To write our message, "This code is very easy," you write:

40 28 29 49 18 30 19 10 29 49 57 10 48 50 10 16 49 50.

There is no limit to the changes you can make in this code. You can, for example, use the horizontal number first, thus A, instead of being 16, would be 61, and so on. Or you can have the vertical numbers (on the side) be single numbers, and the horizontal ones double numbers; thus, if instead of 6 you have 62, the letter A would be 162 (or, working the other way, 621). You may, instead of numbers, use letters for your side and horizontal markers, or use a combination of both.

This one will really leave you with plenty of possibilities to work on, and keep you busy until next month, when our second lesson will initiate you into better and more exciting codes and secret messages. Don't miss Lesson Two in the next issue of The Shadow Comics.

(To Be Continued)